INSIDE: MORTAL KOMBAT 4! TOP-SECRET ARCADE PREVIEW

MK4

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MAY 1997

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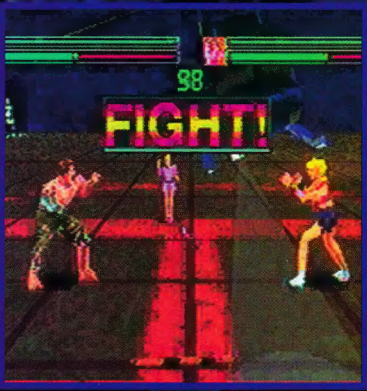

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STAFF SECRETS

Editor in Chief **Chris Bieniek** thinks it's funny that digital audio and video are much better than analog, but an analog video-game controller is preferable to a digital one. Recently he's been playing *Tecmo Cup Soccer Game* on the Nintendo Entertainment System and repeating the words "dot... vector...polygon..." to himself, over and over.

Please join us in welcoming our new Executive Editor, **Jim Loftus**, who recently returned from Ohio with a six-pack of Jolt Cola and a humidor filled with Dunhill cigars after a fifteen-month absence from the video-game scene. "Ahh, I just took a long lunch," he remarked as he returned to his old desk.

Another recent addition to the *Tips & Tricks* staff is **Tyrone Rodriguez**, who has forsaken his status as an angry young video-game fanzine publisher to accept a full-time, in-house position as our new Associate Editor. We think he'll work out just fine...just as soon as we get him to ditch the alfalfa sprouts and V-8 in favor of BBQ beef and Mello Yello.

Art Director **Ione Flores** still suffers from the blurred vision that resulted from working on the *Tekken 2* strategy guide way back in our October '96 issue. (Just mention *Tekken 3* and she'll run away, screaming.) This photo was taken just before Ione realized that she had mistaken her dog Muchacho for an Oscar Meyer wiener.

Nikos Constant has been reading up on technocracy, a school of thought originating in the 1930s around the belief that the world of the future would be controlled not by politicians and monarchs but by scientists and engineers. He likes to think of *Tips & Tricks* as "*Cliff's Notes* for video games."

Contributor **Betty Hallock** recently took a part-time job at *The Wall Street Journal* (proving to her old *T&T* pals that she's pretty serious about this "journalism" thing after all.) Her responsibilities there include nightly, chauffeur-driven "spy runs" to the offices of a competing newspaper, after which she reports back to her editors by cellular phone.

Glenn Broderick made it through this month's *Vandal Hearts* strategy guide with a steady diet of junk food and Howard Stern (no veggies, please.) Glenn lives on the East Coast; close friends say he smokes "like a chimney" and that—as a result—his car smells "like an ashtray".

Tips & Tricks Editorial Assistant **Deborah Lockhart** likes to play arcade games—especially fighting games—but still doesn't understand the idea that hitting the buttons as hard as you can does not make your character punch any harder...nor can her computer-controlled opponent hear her screaming at the monitor.

Got a cool cheat, burning question or special message for the *T&T* staff? Send your tips, tricks, queries and comments to:

Tips & Tricks
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

We can't respond to every letter personally, but we do read them all and we enjoy hearing from you—even if you're a weirdo.

LITTLE GREEN SLAB OF CLAY

I am obsessed with game magazines (especially *Tips & Tricks*) and Gumby. Why aren't there any video games about Gumby? He is awesome.

—Derek Maxfield
Salt Lake City, UT

Good question, Derek. Maybe it's because there are so many blockhead game designers out there...

MARIO KART MASTER

Well, I beat you. What do I get? Ha ha ha!

—Jeff Martinovich
La Habra, CA

Holy cow, yeah! This is the kind of Mario Raceway time we hoped we'd see! In our March issue, we challenged our readers to beat our best time of 1'28"43 on the Mario Raceway course in Mario Kart 64. *Last issue we had upped the ante to a best time of 1'26'99, but you've shattered our record by more than a full second; not an easy task! Please write back and tell us how you did it. Which character did you race with? Where did you use the mushroom speed-bursts?*

RANSOM NOTE

I found a secret to the game *Super Mario Kart*. I was wondering if there was money involved. If you would like to know this trick or secret, please write back and I will tell you, if you give me 75 dollars for my awesome ability to find out this trick. I will not accept any amount lower than the price I specified above. I am sorry if the letter sounds rude. I will send this trick to you as soon as you write me back and tell me the amount you will give me!

—Joshua Brown
Newaygo, MI

We don't want to sound rude either, Josh, but our abilities are pretty awesome, too, har har! Check out the Super NES tips in this issue for a list of the Super Mario Kart *tips we've found. If your crazy wacky tip isn't one of the codes we've already got, write us back and let us know what it does...you little extortionist, you.*

TUROK AND NOT TO ROLL

I just want to ask you to please do a *Turok: Dinosaur Hunter* strategy guide. It would mean a lot to me. I know you don't give a crap about me but I still wanted to ask you. My favorite writer is Nikos Constant; you put him on all of the biggest games. By the way, who chooses the letters that get published? I may as well suck up to you now, so...your mag is awesome! I know this letter won't get printed, I just want a strategy guide for *Turok*, please!

—Matt Musselman
Kokomo, IN

Ahhh, but that's where you're wrong, sir...wrong! We do indeed care about our readers, and this issue's Turok *strategy guide (part 2) is proof. Every month we tally up the games that our readers ask for on the "Select Games" Response Cards and we really try to give you guys and girls exactly what you want. The* Killer Instinct Gold *feature in this issue is another example; we thought the game was old news already, but the response cards told us that y'all wanted more information about the game, so there ya go! Remember that you don't have to vote for games that you see in the Select Games section; you can request a Tips & Tricks strategy guide on any title at all, even a freakin' Virtual Boy game. If we get enough requests, we'll do our best to keep everybody happy, rozumiesz?*

PLEASED TO MEET YOU; HOPE YOU GUESSED MY NAME

I was playing *Fighting Vipers* at the arcade yesterday and I noticed some words written on the belly of that big bear statue. It looks like it says "Sinners & Saints" or something like that. Do you know what it says or what it means?

—Allen "Picky" Warner
Beaufort, SC

You're close, Allen; it says, "All the Sinners Saints." This makes about as much sense as the graffiti that says "In Memory of Honey, R.I.P." when it's obvious that Honey (a.k.a. Candy) is alive and well. Anyway, the writing on Kumachan's belly comes from the last verse of "Sympathy for the Devil" by the Rolling Stones:

"Just as every cop's a criminal
And all the sinners, saints
As heads is tails, just call me Lucifer
'Cause I'm in need of some restraint..."

Preeettty weeiiird, eh? We hear that Nintendo's Shigeru Miyamoto—creator of Mario and Donkey Kong—is a huge fan of the Beatles' Abbey Road

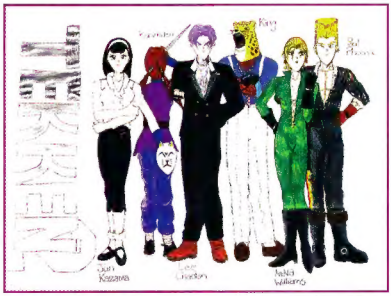


Illustration by Adin Ozaki, Yelm, WA. Thanks, Adin!

album; maybe Sega's AM² R&D division sits around listening to the Stones' Get Your Ya-Ya's Out *while they're programming games.*

SCE ME, FEEL ME...

Ever since you ran the article on the "SCE Girls" in the March '97 issue, I have been CRAZY about them. I must have read the article 20 times. Do you have any more information on them that you could send me? Do you know if they have a fan club that I could write to or get into? Please write back to me as soon as possible and keep those cool magazine articles coming. Thank you very much!

—Mike Powers
Waukesha, WI

Sorry, Mike, but the year-long "SCE Girls" campaign that Sony used to advertise the PlayStation in Japan has been discontinued as of January. The new PlayStation ads in this year's Japanese video-game magazines feature some businesswoman, a bunny and a dumb dog-headed guy in a wool cap. The SCE Girls (a.k.a. the "RGB Girls"; red, green and blue) were great; we'll miss them.

YOU DA MAN

When I bought your January issue, I loved it the second I saw the pages of tips for *X-Men vs. Street Fighter*. I used to really suck at the game when I first played it, but your magazine helped. I also read T&T every day at study hall in school to waste time. You know as well as I do what it feels like to be a video-game freak! You think you're good, but when a cool new game comes out and you play, someone is there to kick your butt. However, now that I have your magazine, I can beat 11 people in one try with Ryu and Rogue. Even that punk kid who beat me before and laughed at me; I showed him who is the man.

—Mahmoud El-Gassier
Bakersfield, CA

Mahmoud, knowing what it feels like to be a freak is an important part of the agony and the ecstacy of working for Tips & Tricks magazine. Thanks for reminding us what a bunch of introverted geeks we really are. You know, if not for our jobs and a couple of dark, scary arcades, we'd never even leave the house.

LITTLE MANIAC

I hate you, I MEAN IT! Why did you take out the Batman series games from Genesis? (I said that nicely.)

—Batman Lover, Bruce Wayne
Alta Loma, CA

P.S. Show MY PICTURE in your magazine!
P.P.S. Sorry about my other side. Help, stop choking me!

"Bruce," your letter speaks for itself...we think.

MARCIA, MARCIA, MARCIA!

Hi! it's me, Marcia. Thank you for printing my review [in the February, 1997 issue]. I'm happy that you liked it. Hey, maybe someone will take my advice. Anyway, I write about a lot of other things, too. I've enclosed two more reviews to see if I'm really good or just lucky. These are my reviews of Valentine candy:

CHOCOLATE HOUSE STRAWBERRY WHIPPED CREME HEART
The first bite, for a couple of seconds it tastes like chocolate-covered cherries. But then you can taste the strawberry creme. Good taste and aftertaste. It's very good. Especially the chocolate. You can really taste the strawberry creme. It's very sweet. I give it ★★★★★ stars.

CHOCOLATE HOUSE CHOCOLATE COVERED MARSHMALLOW HEART
It tastes like a s'more without graham cracker and no melted chocolate. It's good. It's pretty thick. The inside is soft and creme-y. I give it ★★★ stars.

I have a question for Betty: In New York, do you have a "Hello Kitty" store known as Sanrio? Do you ever shop there? I love it! So far I've bought a Pochacco miniature portable radio, a Keroppi bag, a deck of cards, chopsticks, a paper pad, a Pochacco day planner, a jewelry chest, a stamp pad and two things for free.

—Marcia Armon
Bakersfield, CA

P.S. And a pen.

Thanks for the reviews, Marcia; keep 'em coming! We asked Betty your question and she said that she hasn't seen a Sanrio store in the Big Apple, but she has been able to find Hello Kitty stuff in Chinatown and at the Air Market in the East Village, where she recently bought a Hello Kitty pill box to keep her vitamins in.

CRYPTIC LETTER OF THE MONTH

You the mag.

—"The Lite Snack"
Austin, TX

Huh?

TOKEN OF THE MONTH

This month's token comes from Studio 28 in Grand Rapids, Michigan. It was sent to us by Dane Genther of Wayland, Michigan. Thanks a lot, Dane!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token between two pieces of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
Tips & Tricks Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

TEKKEN 3 PLEA

I've been reading your magazine for a year now and you guys do a great job with coin-ops. I saw how quickly you got the moves, strategies and other stuff for *Virtua Fighter 3* and I was wondering if you plan to do the same for the next installment of *Tekken*. Please do!

—Tredog
Portland, TX

You bet, Tre—we'll be all over that game like flies on feces. We're also planning extensive coverage of Street Fighter EX, Street Fighter III, Rampage World Tour *and the new* Mortal Kombat *game. Truth is, we LOVE arcade games. We love arcades! The darker and seedier, the better. We love change machines, we love tokens, we love fiddling around with those secret option menus that your friendly neighborhood arcade operator doesn't want you to know about. The only thing we don't like about arcades is that brownish-black groove of melted plastic that appears over a game's* ***START*** *button when some knucklehead parks his cigarette there for too long.*

CYNICAL DAD

I own a Sega Saturn and all the video game magazines say that the PlayStation is better than the Saturn. Is that true? Please print this, because my dad told me I was wasting my time because you won't print this.

—"Razor" Rhett Kuritz
Grand Rapids, MI

It's not true, Razor; they're both great systems. Oh, and your dad was wrong!

MOM'S SECRET LIFE

Well, you said you'd enjoy hearing from us even if we seem a little weird. I don't think that I am weird, but some kids might. I am a video game-playing mom and I wanted to tell you that you have the best tips and tricks, codes and information...and all in one mag. I look in my sons' other gaming magazines and they only cover Nintendo or mostly PlayStation. We have the Super Nintendo, Sega Genesis, Nintendo 64, 32X, Game Boy and the Sega Channel on our cable TV system. Thank you for being so versatile.

What I want to know is: What is your opinion of the CD-based videogame systems? Are they sticking around or should I set my sights on something newer? I would like to purchase another system that is, of course, a bit different.

If you can print this and my kids read it—we subscribe to your mag—they will absolutely flip! Kids: This is what your mom does on her day off while you're in school!

—Susie Vinci
Desert Hot Springs, CA

All right, Susie, you're on! You're not weird at all; we think it's great that you're playing video games while your kids are at school. In fact, the more we think about it, the funnier it gets! Imagine one of your kids cooped up in some stuffy, sweaty classroom... the teacher is droning on and on about some ridiculous algebraic equation...the boredom is so thick you could cut it with a protractor. Suddenly, right in the middle of all of those sniffling, coughing kids and the smell of old chalk, your kid sits straight up and thinks to himself, "Oh, man...mom's at home playing Mario 64 ***right now!****" Ha ha ha!*

Seriously, your query about CD systems is among the most frequently asked questions in the TIPS & TRICKS *mailbag. In our educated opinion, the CD format is going to be around for a long time. It has every advantage over cartridge-based systems with the exceptions of loading/access time and durability, and game developers are finding more clever ways to hide loading time every year. We can't say for sure what Nintendo has in store with its Nintendo 64 "bulky drive" random access read/write storage peripheral, but we are sure of the fact that most third-party publishers love the CD medium. Manufacturing CDs is faster and less expensive than making cartridges, and it's less risky; if a publisher underestimates the popularity of a game, it can very quickly go into a second or third production run before the game's popularity begins to wane.*

If you're asking which CD system we prefer, that's a tougher question to answer. Such a decision should always be made based on the software that's available for each of the systems you're considering. Both the PlayStation and Saturn have great games like Tomb Raider, Street Fighter Alpha 2 *and* Madden NFL '97. *The PlayStation doesn't have* Virtual On, Sonic 3-D Blast *or* Fighters Megamix, *but the Saturn doesn't have* Tekken 2, Formula 1 *or* Final Fantasy VII. *Thanks for writing!*

I WANT MY *MK4*

I really enjoyed the *Mario Kart 64* strategy in your March issue. I liked how you rated all of the racers based on speed, handling, etc. I have a quick question for you: When is the *Mortal Kombat* movie sequel coming out? The first one was so great, especially the music! Those clowns who made the insulting *Street Fighter* movie should take notes on how to do it right! Also, will *MK4* be coming to arcades this summer? In case you haven't guessed by now, I'm a *Mortal Kombat* nut!

—George Fenton
Miami Springs, FL

Glad you liked the Mario Kart 64 *strategy, George. The new* Mortal Kombat *movie is currently being filmed in England and should be on track for theatrical release in August. As for the* MK4 *coin-op, there have been some minor delays in the game's development and it looks like it won't appear in arcades until August or September. Check out page 51 of this very issue for an* MK4 *update, as well as some up-to-the-minute info regarding another new* MK *game called* Mortal Kombat Mythologies.

PUTTING IT ALL TOGETHER

I want to thank you for giving my brothers and I the greatest video-game tip mag in the universe! The three of us race to the mailbox after school each day at around the middle of the month, because we know that any time, our new issue of *Tips & Tricks* will be waiting for us! The winner of the race to the mailbox gets to pick which game we will play when we get inside. Our favorite game right now is *Super Puzzle Fighter II Turbo* for the Saturn. Can you recommend any other puzzle games to play on the Saturn? Thanks!

—Frank Hellevik
Calabasas, CA

Hey, it sounds like you guys are having a blast! If you're looking for more puzzle-type fun, there are three other great games which you and your

brothers should try: Bust-A-Move 2, Tetris Plus *and* Baku Baku. *All three of these great games are available for the Saturn right now. Although it's a bit more complex than your standard* Tetris *clone, Tyrone says that* Super Puzzle Fighter II Turbo *is his favorite puzzle game on any system. (Of course, Tyrone would love a tattered piece of toilet paper as long as it had a* Street Fighter *logo printed on it!)*

SHOCK VALUE

When Nintendo releases its Jolt Pak for the Nintendo 64, how much will it cost and what kind of "jolt" will I really get? Will the Jolt Pak work with all N64 games, or just some specially-programmed ones?

—Matt Lee
Novato, CA

Nintendo's Force Pak—as it's now called—is expected to be released in this country on June 23rd. For about $12, sources tell us that the Force Pak will not only debut as a solo piece, but also be available as a free pack-in with Star Fox 64 *on or around that very same date. The Force Pak plugs into your N64 controller and is compatible only with select games which take advantage of the technology. As far as the degree of "jolt" you'll get, it's best described as a very mild vibration sent into your controller when you get hit; it's not like the controller is going to leap out of your hand or anything.*

COME TO THE DARKSIDE

I am an avid reader of your magazine. I have a subscription to it and keep a copy handy whenever I play. Anyway, I have a question for you. In *Twisted Metal 1*, there is a character who is a semi truck named Darkside. He isn't a selectable character in *Twisted Metal 2*, but his picture is in the opening credits and in the "history" option in the main menu. I was wondering, since they show Darkside's picture, is he a secret character? I was hoping you would know. Thanks a lot!

—Kevin Musolino
Lewis Run, PA

You do not realize the true power of the Darkside, do you, Kevin? The only secret characters we've verified in Twisted Metal 2 *are Sweet Tooth and Minion; we debuted those codes in our January '97 issue. There's a rumor going around that you can play as Dark Tooth, but we're still investigating. We suspect that Darkside was killed at the end of* TM1. *For proof, watch the "story" option in* TM2; *you'll notice ol' Darkie bitin' the big one as he runs his big rig off of an L.A. bridge. Hey, he was a jerk with that loud horn, anyway!*

A REAL WINNER

I do not make a habit of writing to video game mags, but I feel that it is time to let you know how I feel about you. I don't think I have ever used a magazine as much as I use *Tips & Tricks*. What a joy it is to behold each new issue, then use it as my personal tour guide into the realms of video-gaming heaven. What pure satisfaction I receive when I open up a new issue as the sunlight twinkles onto the pages and my hands tremble with anticipation. If it wasn't for you, I'd be...I'd be...oh, I don't know, something really bad would happen to me!

—Jeff Stanquist
Palm Springs, CA

Like what, Jeff—you'd go out into the real world, breathe fresh air and interact with a real, live human? Hee hee...just kidding.

PlayStation strategy
PlayStation strategy
PlayStation strategy
10

Battle Guide

VANDAL HEARTS

by Glenn Broderick

The Way of the Vandal Heart-ist

In the pages that follow, you'll find the strategies you need to beat every one of the game's often brain-busting turn-based battles. I do suggest, however, that you try beating the game on your own before you turn to this guide because it is a "spoiler"—it will tell you exactly what you need to do if you want to win each battle and, eventually, the game.

The Casualties of War

Some members of your party will be killed using these strategies; it's a fact of life in the mythical world of Ishtaria. I have tried, however, to keep the casualties to a minimum since each character lost equals a loss of money, which prevents you from purchasing needed equipment. If you can manage to keep at least three or four of your party members alive at the end of the later battles, you'll have more than enough money to buy the necessary equipment.

A Word on Common Sense

Another assumption I've made with this battle guide is that you'll upgrade your troop of warriors at every available instance. A good way to accomplish this is to visit the Dojo and the Shop after every battle. If you've done a halfway-decent job of keeping your guys alive and killing the baddies, you'll be able to advance your characters to their highest skill levels and equip them with the best armor, weapons and items in a relatively short period of time.

Which Way is Up?

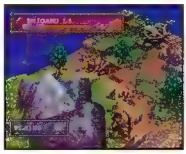
For the sake of simplicity, all of the directions in this battle guide (i.e., right, left, up, down, etc.) are given from each level's default point-of-view. If you mess around with the camera angles (which is very tempting since it looks so darn cool), then you stand the chance of losing your bearings. Be warned!

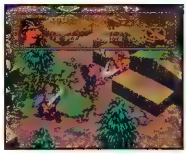
Rules for Success

• Pay attention to each battle's victory/defeat conditions! You may not have to kill every baddie on screen to win the battle, but you may have to keep a certain member of your party (i.e. Ash, Clint, etc.) alive.
• Although it's definitely tempting to blow all your cash on weapons, you need good armor, too. Be sure to set aside money for the best armor; it could mean the difference between lasting three turns and lasting six to eight turns.
• The battle system in *Vandal Hearts* follows a set of rules very similar to "Rock, Scissors, Paper":
1) Monks are like Knights, but weaker
2) Priests and Mages have strong magical abilities
3) Armor is weak against magical attacks.
Be sure to learn it and utilize it when dispatching your troops on the field.
•Your mages (especially in the later levels) are your most important assets; be sure to use their magic points wisely or you they might be dead by the time you really need them.
• Be wary of treasure chests on the battlefields! While many of them contain useful power-ups, even more of them in the later levels contain a type of baddie called a "mimic" that can be a real pain to get rid of.
• Learn how to effectively use Supporting Tactics! You'll be surprised at how much more effective a supported attack is.
• Always remember to save as often as you possibly can!

Chapter 1: A Premonition of War

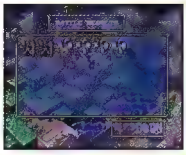
Battle 1





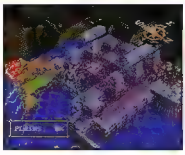
This first battle against Zoot Gach and his band of thieves is very simple and meant to acclimate you to the gameplay engine (i.e. turn-based strategy/combat.) Once you've learned how to move and attack with your characters, winning this one is a no-brainer. Use Ash to kill the guy behind him, then move him forward to prepare for the fight with Zoot. As Ash moves forward, move Diego and Clint to the top and bottom of the map, respectively, to take care of the bandits in those areas. Once they're dispatched, join Ash to support him in his attack on Zoot.

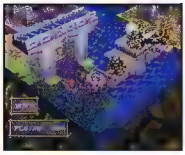
Battle 2



While slightly more challenging than the first battle, Battle 2 is very forgiving. (You won't believe what you see in later levels!) Since there's no real life-threatening danger here, start off using Clint to grab the treasure and then catch him up with the others on the second turn. Simultaneously, you'll want to send Diego up to the ledge on the right and kill the baddie up there. After this is accomplished, move Clint and Ash up and hit the switch that will operate the bridge. Since you don't want to risk Ash's life against the two baddies above, I suggest sending in Diego and Clint to kill them. Once they're done, you can move Ash safely up and exit the battle.

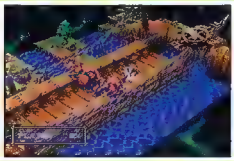
Battle 3





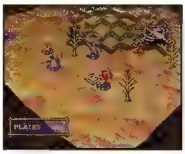
This semi-challenging battle gives you a taste of the things to come. During your first turn, you should send Diego up to the left to hit the golem up there. Move Clint over to the right and hit the golem there on its right side. During your second turn, you'll need to use Diego to finish off the golem from turn one; meanwhile, move Ash and Clint up to the right to take care of the two golems up there. You should then use a turn to get Diego caught up with the other two. You'll notice a golem will be chasing the group; take him out with a shot from Diego and a sword hit from Ash. What happens next is easier than shooting fish in a barrel: Move everyone to the right side of the bridge and peg the golems with all of your weapons as they come after you. Once they're taken care of, you're free to exit the battle.

Battle 4



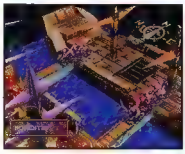
This is the battle where the game gets tricky and it only gets trickier as you go along. To start with, you'll have to move everyone in your party (Eleni, Ash, Clint, Diego and Huxley) into a line going from left to right, being sure to keep Huxley behind the other four. Move your group aggressively forward and make sure that Huxley keeps up or he'll fall off the bridge. After the first turn of moving forward, split Diego and Eleni up to the left and right of the bridge while Ash and Clint go right up the center. Remember to use every attack at each character's disposal (including Huxley's healing ability) so you can plow through the enemy's front line. Also, don't forget to utilize Kira when she becomes available; her arrows do some serious damage.

Battle 5



Your first order of business in this battle is to get your entire group to the bottom of the sand dune, using Clint and Ash to lead the way (with Huxley close behind for healing purposes.) Keep Kira and Diego to the left and right and Eleni right behind Huxley. Pummel away the sand worm's head with everything you've got. This is really the first battle that just about requires the use of magic, so you'll have to know what each of your characters has for magic in order to succeed. To do the job right, I recommend repeated use of Ash's Ice Storm and Eleni's Dark Star all aimed directly at the thing's head. If you're using Huxley to constantly heal Ash, this battle should be won in no more than three to four turns.

Battle 6

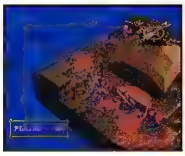


Another key element of strategy gaming is introduced in this battle at sea: the decoy. As I said in the beginning, losing troops during the course of battle is not only inevitable, it's sometimes necessary to win. You're going to want to move Diego and Eleni to the plank on the right while everyone else moves to the plank on the left. Diego and Eleni will draw approximately half of the troops over to the right side of the map, leaving your five remaining warriors to take care of what's left. A very effective method for taking care of the troops on the right is the supported attack (outlined in the game's manual.) Move two to three players up the plank and Kira at the rear; if she gets an enemy in within her range, shooting at him over the heads of her compatriots gives the arrow support and increases its HPs. Once the thugs are done with, use all the magic at your disposal to take care of Hassan.

Chapter 2: Island of Madness

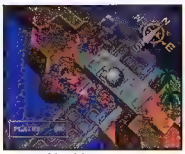
Battle 1

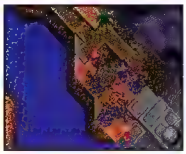
The most important bit of strategy for this level is a reminder of the battle's objective: You must keep at least one villager alive to successfully complete it! The best way to ensure this is the following: Move Eleni and Grog over to the left as a decoy (and to destroy the evil statue down there); they'll draw a round of the villagers towards them. Move everyone else over to the block on the right. Immediately push the block over to the left, effectively locking the vast majority of the villagers down with Eleni and Grog (who, by the way, will most likely get killed). Now, move Ash's party along the perimeter of the map, killing all the statues as you go.



Battle 2

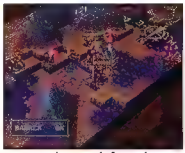
If you want to survive this one, you've got move aggressively from start to finish. First, move Ash's party quickly through the guard dogs and down into the river bed. Continue moving down the river bed until you've caught up with the other party of fighters. During this progress toward the other end of the river bed, it's important that you keep Clint and Huxley at the front so they can take any potentially deadly hales instead of Ash. You'll need to move the other party of warriors down into the river bed as well, until they've joined forces with Ash and his troops. Move Ash and Dolan to the center of this big group so they don't get killed and use everyone else to take care of baddies.

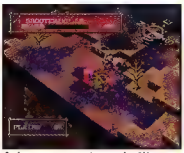




Battle 3

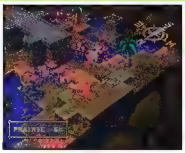
A big part in victory here is letting your enemies poison themselves on the toxic terrain; once they're poisoned and a turn passes, they're so weakened that one hit from someone in your party will just about kill them. This is also a caveat to you. A wise strategy would be in keeping your troops in one big clump at the center of the map, waiting for the enemies to encroach (since the more you move, the more likely you are to get poisoned yourself.) Keep Ash and a healer at the center of this cluster and use your heavier troops to take the blunt of the attacks. Once the majority of baddies on this screen have been taken care of, you'll most likely have one, pesky arrow shooter left at the top of the screen. Dispatch Clint, along with a healer, up to take care of him.

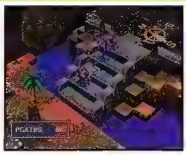




Battle 4

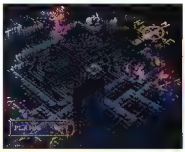
This battle is very difficult. Move Ash with three sacrificial lambs (including an archer) over to the left. Be sure that his back is against the wall and that he's surrounded by other party members at all times! Simultaneously, move everyone else over to the right. Use your archers in each group to start wearing down the extremely annoying baddies up top. Finish them off with your surviving heavier troops when you manage to get them up to the second level. Once you've killed those guys, you'll still have to get to the Church. Unfortunately, your losses on the first half of the map will most likely make you use Ash to fight on the front lines, so, if at all possible, keep a healer close to him at all times. Your strategy for this half of the battle simply involves keeping all of your guys around Ash since all the baddies will invariably flock to him.





Battle 5

Split up into two groups—three go on the left and the rest go on the right. The troops on the right should be able to plow through the path with few problems. The right side, preferably including a healer and two powerful warriors, will have to be more careful; move them cautiously up the path before them until Magnus comes on screen. Once both groups are on either side of him, close in on him with a relentless flurry of physical and magical attacks until he lies bleeding on the ground! (Sorry, I got carried away for a minute.)



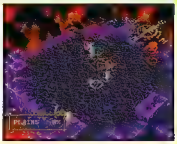
Battle 6

One of the more taxing trials of your strategic prowess, Battle 6 requires some forethought to conquer. First off, you'll need to form a strategic line of warriors from left to right. Over the course of two turns, you'll need to splinter that line into two groups: one going left and the other going right. Each group should steadily push the dogs into the left and right corners. Since there should be fewer dogs on the right, your group of warriors on that side should be able to kill the dogs there and move over to the left to help that group kill what's left. But remember: Each of your turns needs to be carefully thought out because you've only got six turns to kill every dog.

Chapter 3: Escape to Tomorrow

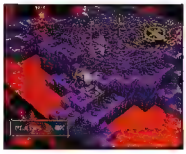
Battle 1

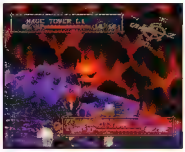
This is a very easy and refreshing respite compared to the quick and nerve-wracking pace that the game has achieved thus far. All you have to do is send Ash and Grog off to the opposing corners of the platform where the fire heads are attacking; you can easily kill each with one hit. Then, move whoever is closest to Sara over to help her take care of the two fire heads that appear near her after the first turn. That's all there is to it.



Battle 2

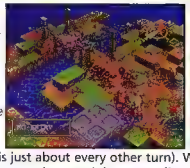
While this strategy won't earn buckets o' cash, it will definitely do the job. Pick one pole that doesn't have a ledge behind it and place a warrior on all sides of it (front, back, left and right). Let the fire heads destroy the other three poles, you just need to keep one intact to win the battle. When the pole you're guarding is the only one left, they'll begin to move in. Since they're so weak, they're easy pickin's for sword attacks and your magic attacks. Just be sure to use Sara's Heal Plus spell to repair any damage that they might be able to inflict before you kill them. It should take no more than six turns to do the job.

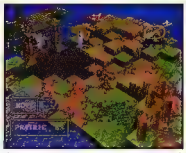


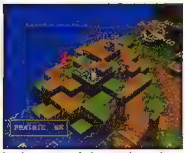


Battle 3

This is where we see some of the game's most evil artificial intelligence. First, move Dolan's group to the right and down the path with the boulder at its top. Be very aggressive in fighting everything off. Then, lodge Ash's group around the middle of the bridge before it. You'll need use Ash and Clint to fight off the oncoming attacks, so be sure that Sara is nearby to use her Healing Plus (you'll need this just about every other turn). When Dolan's group reaches of the bottom of the path and crosses the bridge to the left, use Diego to take out the remaining grenadiers. Then, sandwich the remaining baddies between Dolan's group and Ash's group.

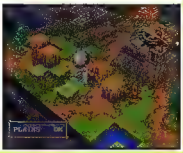






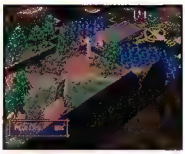
Battle 4

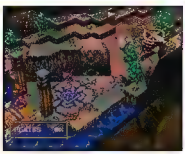
For starters, move Huxley and two other lightly-armored guys down the passage on the right of the castle. Be sure to move Huxley on top of the plateau over there (with the treasure chest and boulder.) Move everyone else to the left side of the castle. Hammer away as you go forward and use Diego to take out the Warlock and Healer very early on. With them gone, your two driving fronts will push the enemy into a no-win situation.



Battle 5

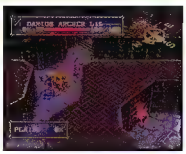
First, and most importantly: you need to skip your first four turns so the enemy gets close enough to attack. If you move before that, they'll send someone back for help and you'll automatically lose. When you do attack, move your lightly- and heavily-armored guys to the rear of the enemy caravan. Move everyone else to the front and hammer them back. Meanwhile, you'll need to use Huxley to drop the bridge in the rear left of the map, go across and push the crate off to the right so the enemy can't get through that way. Then, move him back to the other side of the bridge where he can deal with any survivors. Also, you'll want to keep as many people alive on the front line as possible to help Huxley with the dogs and troops that will try to escape across the bridge.

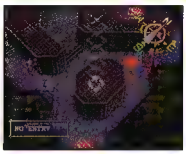




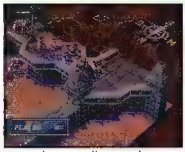
Battle 6

Move Eleni to the left and everyone else to the right. Once she's hit the switch in the upper right corner, move Clint and Amon through the open gate. Use Darius to fly up the center of the map and hit the switch up there. Then, use Eleni to work her way through the gate on the left and hit the switch over there. Finally, move Clint and Amon further to the left and hit the final switch. If it was done correctly, then the three remaining juggernauts will be boxed in and easily dispatched.





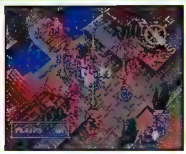
Battle 7



Don't panic! Clint's group will have to survive one turn without any back up. During this turn, your primary goal should be to protect Clint (since, if he dies, you lose.) The best and easiest way to do that is to move him back under the shelter behind him. When Ash's group arrives, you simply need to follow the path around the castle in a counter-clockwise fashion, destroying everything in your way with magic and sword play. You'll find that your archers and/or hawk men are invaluable here. Your biggest challenge will be half-way to the jailer; make sure all your troops are condensed there after no more than four to five turns. Use your magician on the floor of the map to attack grenadiers and constantly keep Clint moving toward the open door where he'll eventually have to kill a Warlock.

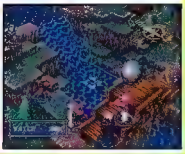
Chapter 4: The Successor

Battle 1



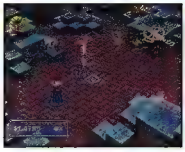
Send a sacrificial lamb over to the right to flip the bridge switch and then keep him/her there to draw troops across the bridge. Also during the first turn, you'll need to send someone over to the left to push the crate in front of the enemies' path (so they have to go around.) Then, move everyone else aggressively up the center of the map, over the bridge. Don't stop to fight, just keep moving with Ash leading the pack. You should be done in six to eight turns.

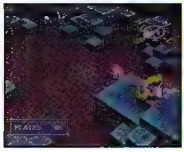
Battle 2



Break up your troops into two equal groups, one will go to the left and one will go to the right. (Just make sure that your guardsmen are in the group on the right.) Move each group straight ahead, taking out the acid-puking baddies as you go. Continue with each group going up the hill, driving the baddies into one small group at the top. Once there, use your magicians to repeatedly hit them with big attacks (i.e. Phase Shift.)

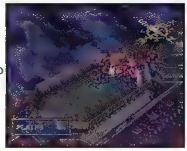
Battle 3

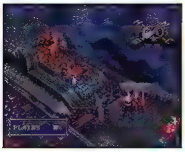




The key here is to move your two magicians/sorcerers to opposite edges of the fighting arena. Then, send a couple of your party members out to each of the four clusters of enemies to draw them out into the main arena. Once they're within range, use your magicians to do repeated Phase Shifts (or other big magic attack.) This should kill off all but the egg worms. Finish those off with whoever happens to be closest.

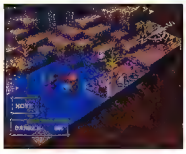
Battle 4

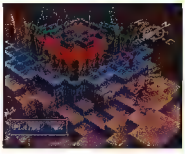




You need to keep moving everyone in your party aggressively forward or they'll be lost as each section of the train is detached. Your archers/hawkmen should lead the assault against the baddies with healers close behind to repair any damage they take. After an attack by an archer or hawkman, the best possible follow-up (should you have the resources, which you should) is a big attack from a magician or magicians.

Battle 5



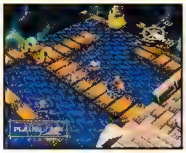


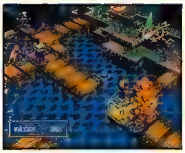
This is, unquestionably, the most evil and the most frustrating level in the whole game, bar none. Your primary offense here is going to be magic. Split your troops up into two groups; each should contain a mage of some sort and the one on the left should be smaller than the one on the right. Use your mages to charge ahead and weaken the numerous foes with repeated magical attacks, then finish the job with the rest of your troop (archers are especially helpful.) If you place your soldiers and mages correctly, you should be able to hit the Death Device components with your magic spells as you go along. Believe me, it will take you at least a few tries before you get it down.

Chapter 5: The Legacy

Battle 1

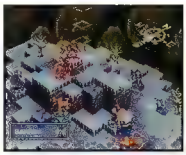
Send Huxley and a mage over to the bridge on the right; the mage will weaken the attacking enemies with big magic and Huxley will finish the weakened foes off (and heal the mage when need be.) This will draw a lot of the offense away from the major group. Send everyone in the other group, except Ash, up the bridge on the left. Again, use your mage(s) liberally with a follow-up by regular troops to dispatch the baddies quickly and effectively. As always, use your archers to get rid of those pesky death angels.

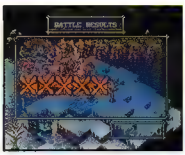




Battle 2

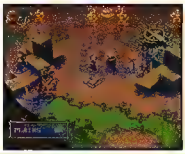
Move everyone very quickly across the bridge and then split them into two groups, one going left and one going right. (I suggest putting Huxley, who by now should be a Ninja, in the left group so he can get to Kurtz very quickly). Then, use your archers in both groups to get rid of the Warlocks and Priests since they're the life-blood of the enemy's offensive. Once they're gone, hammer back the offense on either side. Just make sure that you leave one person behind near the switch so that when the enemy offensive is launched from the rear, you can hit it and take the whole attacking force out with one fell swoop.

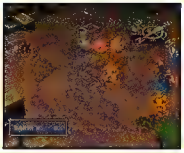




Battle 3

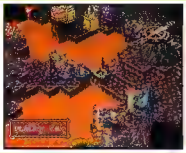
Send two periphery groups up the left and right sides of the map; their job will be to drive the enemies on either side into the center of the map with the other monsters. Once you've driven them into the center, use your mages to pummel them with powerful spells (i.e. Phase Shift, Salamander.) Follow up with your archers. Invariably, one of the egg worms will run to the very top of the map; box him in with your remaining troops and take care of him however you choose.

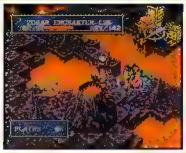




Battle 4

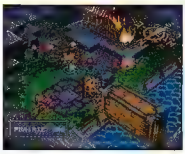
First, send an archer and a mage to the left and right. Hit the enemies on either side with everything you've got. Then, mass a huge strike straight up the center; using your mages and archers, you'll have the egg worms and skeleton warriors taken out in no time. When you get close to the dragon he'll charge, so make sure you've got someone with many hit points to take the first hit. When it's your turn, destroy him with magic and archers.

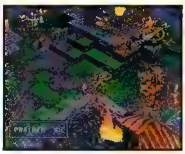




Battle 5

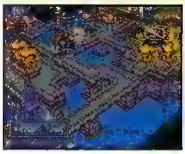
Move everyone down into the river bed and be sure to get rid of the priest before you do anything. Once on the other side, Kane's troops will attack. You'll have to fight them and off (repeated Salamander spells and archers' attacks work well here) and remember to press the switch that will flood the river bed, killing the other offensive being launched on you. After that's taken care of, forge ahead and be sure to place Ash and one guardsman on the ledge of the house on the left. Recharge your mages to weaken the last batch of enemy troops; let the rest of your team finish the job. (Make sure you do finish the job, though, because the boss will heal himself if you don't.)

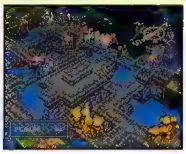




Battle 6

Move three or four guys to the right to take care of the golems; with a little magic they're very easy to kill. Let the computer take its turn; it'll move Leena to the switch. Again, use your mages to weaken the golems that appear and finish them with archers and other troops. Repeat this process for the next bridge and you'll be done in no time—but remember to protect Leena if you want to win this battle.

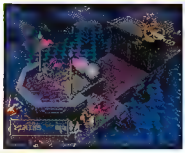


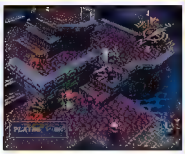


Chapter 6: A Fool's Epitaph

Battle 1

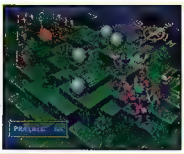
In this fight, you have no choice but to come on strong. Here's what you do: Move your guardsmen and other heavy troops quickly ahead, slashing anything that gets in your way. For each turn, use one of your mages to pull a big move like a Phase Shift or Salamander so that during the next turn, your troops can easily finish the job. You need to use your mages wisely, though, because after you flip the switch that brings the wall down, you meet dark angel Kane. Ash with Vandal Heart can do half of the job on Kane, but you need big spells and some close-up attacks to finish him off.

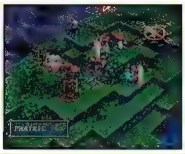




Battle 2

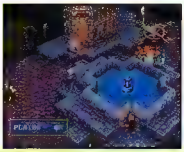
Very, very easy. Charge right to the center of the map, pushing every boulder as you go. After your second urn, you should be able to hit every enemy on the map with your mage's Salamander attacks. Once they're weakened, move in with your ground troops to finish the job. Just be mindful of the bats on the perimeter of the map; they need to be killed too if you want to finish this battle.

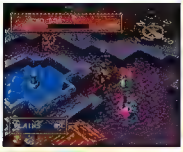




Battle 3

Similar in fashion to several maps thus far, this fight requires that you get your mages to the middle of the map and let loose with many big spells in order to weaken the enemy. As usual, follow up with your guardsmen and ground troops to clean up, being sure to use your archers on the extremely harmful dark mages who have been weakened from the magic attacks. Once you've done that, mount a big attack against Xeno that will take him out in one turn since he will, given the opportunity, heal himself repeatedly.





Battle 4

A big finish to a big game. First, send your mages as far forward as possible and do their weakening routine with Salamander spells. Simultaneously, send your archers to the left and right to take care of the weakened dragons and knights. Then, move everyone else aggressively up the center of the map; use your mages and ground troops liberally. Once the archers have finished their job below, wait for them to catch up with the main group. From this vantage point, the archers should be able to take out the now-weakened dark mages with little or no problem. Now we move onto Dolf. Dolf will repeatedly heal himself so you'll have to play a bit of a waiting game. As soon as you can get four of your troops within striking distance, attack him. He'll die and, of course, dark angel Dolf will be reborn. If you've got a healer left, use her to do a group heal before you launch the final offensive against him. Like killing regular Dolf, you'll need to have at least four of your warriors in striking distance (Ash with Vandal Heart as one of the four) to finish Dolf and the game.

Congratulations!

Killer Kombos

Since we instituted our "Select Games" feature—asking for your feedback about which games you'd like us to do strategy guides on—the number one most requested game has been *KI Gold*. We've already busted the game wide open with our cheat codes in the "Nintendo 64 Tips" section, so we decided to dig deeper and present you with our most outrageous combos. All of these were performed with all extra options off, no cheating!

by Tyrone Rodriguez

JAGO

1. Start with a ducking Fierce Punch (↓ + **Fierce Punch**) followed by a Fierce Laser Sword (↘ ↓ ↙ + **Fierce Punch**)

2. Now go for a manual hit with → + **Fierce Kick**

3. Go into a Medium Laser Sword (↘ ↓ ↙ + **Medium Punch**) and autodouble with a **Quick Kick**

4. Throw your opponent (→ + **Fierce Punch**) and meet them in mid-air with a **Fierce Kick** into an aerial Medium Wind Kick (↘ ↓ ↙ + **Medium Kick**)

5. Finish this crushing combo by pressing → + **Fierce Kick** into the Super Tiger Fury (↓ ↙ ← ↙ ↓ ↘ → + **Fierce Punch**)

16 HITS 52 %

TJ COMBO

1. Begin with TJ's double-hit pressure move (→ + **Fierce Kick**)

2. Link to a Super Roller Coaster (→ ↘ ↓ ↙ ← → + **Medium Punch**)

3. Use his Pressure Move once again (→ + **Fierce Kick**)

4. Next, the Super Spin Fist (→ ↘ ↓ ↙ ← → + **Quick Punch**) and follow with a **Fierce Punch**

5. End with a Dash Frenzy (→ ↘ ↓ ↙ ← → + **Fierce Punch**)

21 HITS 59 %

SPINAL

1. Begin with a Super Grim Reaper (↓ ↙ ← ↙ ↓ ↘ → + **Fierce Punch**)

2. Use a Press move (→ + **Fierce Punch**).

3. Into a Super Skull Scrape (↓ ↘ → ← + **Fierce Kick**)

4. Then → + **Fierce Punch**

5. End with the Super Searing Skull (↓ ↙ ← ↙ ↓ ↘ → + **Fierce Kick**)

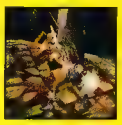
15 HITS 56 %

TUSK

1. Jump in with a **Fierce Punch**

2. On the ground, do a manual **Fierce Punch** followed by a **Medium Kick**

3. Link to a Super Web of Death (↓ ↘ → ← + **Fierce Punch**)



4. Use a **Medium Kick** for an autodouble

5. Get another hit with a manual **Fierce Punch** into the Super Conqueror (↓ ↙ ← ↙ ↓ ↘ → + **Fierce Punch**)

16 HITS 60 %

Nintendo 64 strategy

Nintendo 64 strategy

GLACIUS

1. Begin by pressing → + Fierce Kick

2. Use a Super Cold Shoulder (↙ ↓ ↘ ← + Medium Punch)

3. Follow with a pressure move (→ + Fierce Kick)

4. Use another Super Cold Shoulder (↙ ↓ ↘ ← + Medium Punch) and double with Jab Punch

5. Get some more damage to this massive combo with an Arctic Slam (↙ ↓ ↘ ← + Quick Punch)

FULGORE

1. Do a Fierce Cyber Dash (↙ ↓ ↘ + Fierce Kick)

2. Press ← + Fierce Punch

3. Then go into a Super Cyber Dash (↙ ↓ ↘ ← + Fierce Kick)

4. Repeat Steps 2 and 3

5. Now juggle with a Super Plasma Slice (↓ ↙ ← ↙ ↓ ↘ → + Fierce Punch)

KIM WU

1. Use Kim's two-hit Fierce Kick (→ + Fierce Kick)

2. Link to the Super Tornado (↘ ↓ ↙ → + Fierce Kick)

3. Continue the combo with two manual hits (Fierce Punch, Medium Kick)

4. Use a Super Firecracker for five more hits (↘ ↓ ↙ → + Fierce Punch)

5. Use the pressure attack (→ + Fierce Kick) to knock your opponent down, a Snap Dragon before they hit the ground will get you five more hits (↓ ↙ ← ↙ ↓ ↘ → + Fierce Punch)

SABREWULF

1. Start off with a two manual hits (Fierce Punch, Medium Kick

2. Link into a Super Sabre Wheel (→ ↘ ↓ ↙ ← → + Medium Punch)

3. Pressure double with → + Fierce Kick

4. Connect with a Super Sabre Spin (→ ↘ ↓ ↙ ← → + Medium Kick)

5. Before they hit the pavement, juggle with the Super Sabre Flip (→ ↘ ↓ ↙ ← → + Fierce Kick)

ORCHID

1. A manual Fierce Punch into Medium Kick

2. Go into a Fire Cat (↘ ↓ ↙ → + Medium Kick)

3. Follow with → + Fierce Kick

4. Use another Fire Cat (↘ ↓ ↙ → + Medium Kick) and → + Fierce Kick

5. Juggle your victim with a Super Flak (↓ ↙ ← ↙ ↓ ↘ → + Fierce Kick)

MAYA

1. Press → + Fierce Kick

2. Now press ← → + Medium Punch

3. Then → + Fierce Kick

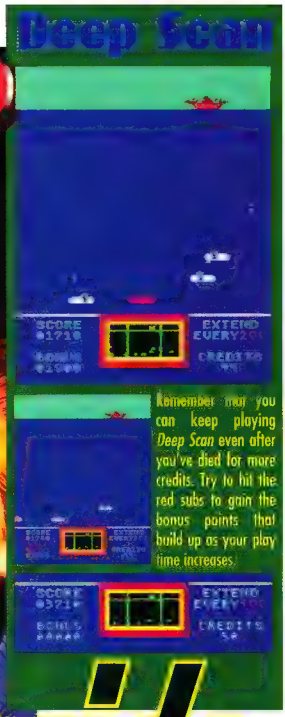
4. Link into a Super Savage Blade (→ ↘ ↓ ↙ ← → + Medium Punch)

5. End with the Super Jungle Leap (→ ↘ ↓ ↙ ← → + Fierce Kick)

DIE HARD Arcade

strategy guide

by nikos constant

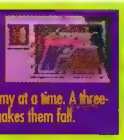


Remember that you can keep playing *Deep Scan* even after you've died for more credits. Try to hit the red subs to gain the bonus points that build up as your play time increases.

- To save time, memorize which button you need to push to get through the intermissions. This way, you'll cut down on the number of characters you'll have to fight.
- If a character grabs you, they can do a lot of damage. Use the the Emergency Escape Spinning Attack to break a hold. The spin attack takes some of your health, but it's better than getting all of your health beat out of you.

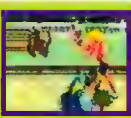
what you should know...

Saturn strategy



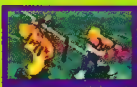
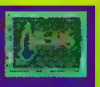
A 15-shot gun (similar to a 9mm) that takes out one enemy at a time. A three-shot burst makes them fall.

Find this while fighting the old guy with the beard. Use it to keep him back, then follow up with a jump attack to take away max health.



This blinds opponents so you can do an easy kick combo on them.

Ten shots in the Anti-Tank, and they can take out multiple enemies, including yourself.

Axes come up whenever there are firemen present. Swing low to get in multiple hits. Effective, but punches and kicks are sometimes better.

Blinds opponents but better with the lighter to make a flamethrower.

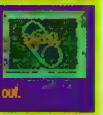
10 shots, multiple enemy takedown.

The bottle is rather weak and leaves you open for a counter-attack. Use it for fun, but fists and kicks are better.

The TV monitors take a lot of energy out of the robots, but they slow you down, leaving you open for a robot grab or laser beam.

The missile launcher gives you 10 shots; it takes out multiple enemies and is very effective against mini-bosses.

The knife is a pretty weak weapon; drop it unless you want to see blood.

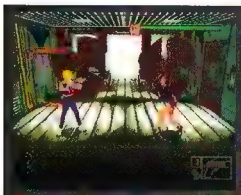


Barrels take out multiple opponents which is good against the firemen. They do slow you down though, so watch out.

The chair should be used after you've stunned the green boss dressed like a football player. Follow it with a combo.

Clubs come up every so often, and though they keep enemies at a distance, they don't take the place of a good combo.

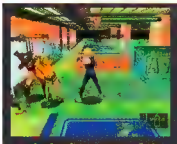
weapons



Stage 1 is pretty easy. Beat the guys on the balcony and get the health and ammo power-ups. Move inside and beat the other thugs ; one of them drops a gun that you can use to take out the woman in the mini-skirt. Your first intermission button push is a punch. Outside of the elevators you'll fight a set of thugs, one of whom drops a missile launcher. Get that going to take them out. You should have one or two shots left to kill the biker boss in denim that ends the level. If there aren't any missiles left, use the handgun to finish him. Don't bother throwing the grandfather clock; it just slows you down.

stage 1

Saturn strategy

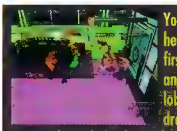


Brush the first group of thugs back with the spray can—or flame them—then combo them to death. The first intermission is a jump.

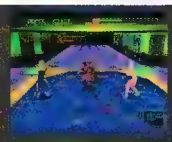
After you've jumped out of the fire truck's way, you'll go against a posse of firemen. Use the machine guns they drop first, then go for the barrels and the axe. Just watch out for the water. The second intermission is a kick, then it's on to the anti-tank gun in the bathroom. Watch for ricochet!

Keep the robots down with combos and watch out for the laser. To avoid it, always walk in a diagonal pattern towards them so that you're out of the beam's range.

stage 2

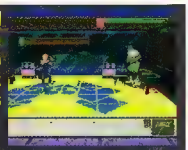


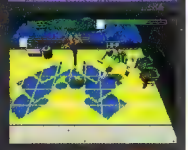
You can lose a lot of health fighting the first group of thugs and cops in the lobby. Use the dropped machine guns to dispatch the thugs. The cops are a bit different because they hang low to the ground. Avoid their gunfire and kick-combo them.



Make sure you jump quickly to avoid the missile that is aimed at your head after your fountain fight.

Don't let the end boss grab you. Use a gun to keep him back and watch his blocks.





Watch out for the fountain that comes up while fighting the girls in the water. The burst takes away energy.

stage 3

end game

When the old guy takes his shirt off, you know he means business. It's do or Die Hard time, kids.

Gramps is a blocking maniac; he blocks just about everything. Use your best combos on him; he'll usually let his guard down after he blocks the first two hits, so you'll get him with anything after that.

moves

Moves (with joystick not pushed up or down)

P — Jab
P, P — Straight Punch
P, P, P — Double Punch
P, P, P, K — Triple Punch/Rolling Heel Kick Combination
P, P, P, P, K — Triple Punch/Jump Back Kick Combination
K — Front Kick (Player 2: Right Front Kick)
K, K — Kick/Roundhouse Kick Combination (Player 2: Left Front Kick)
K, K, K — Double Kick/Back Kick Combination
K, K, P — Double Kick/Body Blow Combination
P (hold and release) — Dash Uppercut
K (hold and release) — Summersault Kick

Moves (with joystick pushed up or down)

P — Jab
P, P — Punch/Hook Combination
P, P, K — Double Punch/Uppercut Combination
P, P, K — Double Punch/Footsweep Combination
P, P, P, K — Triple punch/Knee kick Combination
K — Front Kick
K, K — Kick/Front kick Combination
K, K, K — Double Kick/Front Kick Combination
K, K, P — Double Kick/Double-handed Uppercut

Emergency Escape

J+P+K (at the same time) — Spinning Attack

Jumping Attacks

J+P — Jumping Uppercut
J+K — Jump Kick
J+P (Joy stick forward) — Dash Elbow
J+K (Joy stick forward) — Jumping Double Back Kick

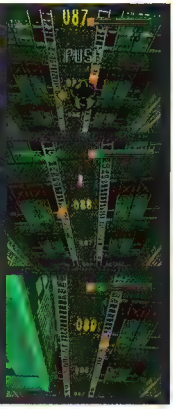
stage 4

The guys on the roof are tough; push them back with the spray and be sure to avoid getting hit by the rotating radar dish. After you've sprayed them, go after them with a combo.

Push Up at the intermission then fight the robots. Concentrate on killing one, then get the other. After that it's on to the sumo wrestlers.

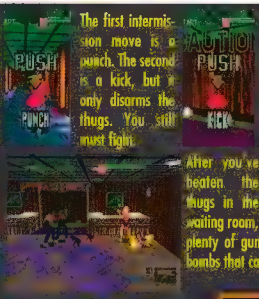
The second intermission has you jumping back and forth; be sure to get the health power-ups.

Watch their charge moves, stomps and air slams. They take a lot of damage. Use pepper to stun.

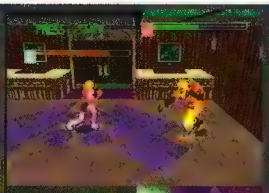


stage 5

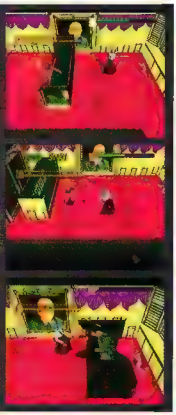
The first room has more police that shoot from the ground along with a bunch of thugs. Try to keep everybody on one side of the room and use the rocket launcher to kill them. Cops should be kicked.



The first intermission move is a punch. The second is a kick, but it only disarms the thugs. You still must fight.

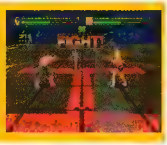


After you've beaten the thugs in the waiting room, you have to fight the fireman mini-boss. There are plenty of guns to kill him. The only warning is that he drops bombs that can take mucho energy.



Finally you've made it to the bearded fellow. He is good at blocking so use kick attacks to weaken his defenses. Stay close to him to avoid the desks, couches and painting that shoot out of the wall. Use the golf clubs to start off a combo and don't let him grab you.

Throws are also good ways to counter a block. In a two-player game, you get to fight your opponent after you've killed the boss! Carpal Tunnel Syndrome prevented us from beating the game in under 10 minutes (our best was 12). Is there more here?



Turning Attacks

P (with joystick back) — Backfist
K (with joystick back) — Side Kick

Attacks (while in the air)

P — Swing Down
P (hold) — Double Hammer Swing
K — Diagonal Kick
K (hold) — Double Rolling Heel Kick (Player 2: Screw Kick)
P — (with joystick down) Elbow Drop
K — (with joystick down) Knee Drop
P (when landing) — Slide Punch
K (when landing) — Sliding Kick

Attacks (while getting up)

P+push joystick left or right — Rising Uppercut
K+push joystick left or right — Groin Kick (Player 2: Kick Sweep)
P, K or [illegible] — Roll to a standing position
[illegible] — Jump to a standing position

Throws

Hold joystick towards enemy + P — Grab
P, K, P (after grabbing) — Giant Swing
P, K, K (after grabbing) — German Suplex

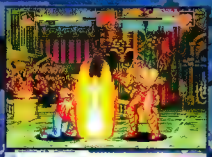
Dash Attacks

Joystick forward — Step Forward
P (while stepping forward) — Elbow
K (while stepping forward) — Groin Kick (Player 2: Backfist)
Joystick back — Step Back
Joystick forward twice & hold — Run
P (while running) — Tackle
K (while running) — Jumping Kick
Push joystick back twice and hold Back — Roll

Real Bout Fatal Fury Special

by Tyrone Rodriguez

The *Fatal Fury* line-up is considered by many to be the Neo•Geo's flagship fighting game series. The *King of Fighters* games may be more popular, but *Fatal Fury* is where it all started. With this—the sixth installment in the series—SNK gives the game engine even more appeal and technique. In addition to the new gameplay elements, *Real Bout Special* even borrows a couple of design ideas from the *Fatal Fury* anime series. (See "*T&T* Anime" in our last issue.) Get ready for some action and enjoy our extensive combos and techniques!



Fatal Fury Special

Real Bout Special

Moves For All Characters

Dash	→ →
Retreat	← ←
Jump	Hold ↖, ↑ or ↗
Pounce	Tap ↖, ↑ or ↗
Crawl	Hold ↘
Punch	A
Kick	B
Power Attack	C
Plane Shift	D
Rolling Plane Shift	After you've been knocked down, ← ↙ ↓ + D
Taunt	Far from opponent, press C
Turn Around	Jump over opponent, press D in mid-air

• Plane Shifting

Established back in the original *Fatal Fury*, the ability to shift from the foreground to the background (and back again) didn't become an integral element of gameplay until last year's *Real Bout* came along. In *Real Bout Special*, plane shifting makes a *big* difference; it affects combo usage as well as standard fighting tactics.

Plane shifting has both offensive and defensive uses and can help with placement as well. As an offensive tool, you'll find that it is possible to actually knock your opponent into the background and back into the foreground, continuing smoothly with a punishing combo. As a method of counter-attacking, you can dash at an opponent, shift planes to avoid their attack, then shift back to counter-attack. This is especially useful when your opponent has performed a Power move or Desperation attack which leaves them stunned from the attack. Other times the shift can be used to avoid an aerial attack.

From a defensive point of view, the plane shift can be used to work yourself out of a corner trap, to move out of the way of an oncoming projectile or to avoid Super and Desperation attacks. When trapped against a wall or barrier and you are being hit repeatedly, a dizzy is almost certain; shifting to the opposite plane can really save a round. Projectiles seem obsolete when it's just as easy to move out of their way. Once in the opposite plane you're not exactly defenseless, either. Each button still can attack, and the **C** button even has the unusual effect of knocking your opponent into the plane you're currently in.

Krauser performs his Kaiser Wave; Terry side-steps to safety.

Terry punishes Wolfgang by dashing forward, shifting back and performing a Power Dunk.

• Dizzy

Here's the barrier before any damage has been sustained.

Now the barrier is beginning to show signs of damage.

Once you break through, the Panda will dizzy Master Tung!

Here's a new one: To dizzy your opponent, you must bash him or her against the barrier at the edge of the screen until the barrier breaks. It's important to remember how this differs from the traditional fighting-game dizzy spells. Each barrier can withstand a certain amount of damage before toppling; however, the character who does the most damage isn't necessarily the one who makes his or her opponent dizzy. Let's say your opponent is using your face for a punching bag right against the barrier. As the barrier is about to crumble, you get around to the other side and get the last hit on the barrier with your opponent's back to it—in a scenario like this, it's possible to dizzy your enemy with just one hit! Since there are only two barriers, a maximum of two dizzies are possible in each round; this happens very infrequently, especially if both players are equally skilled.

• Power Gauge

The Power gauge is the key to new techniques found in *Real Bout Special*. As you perform special attacks and inflict damage to your opponent, the meter will charge up. There are three different indicators that appear above this meter: S Power and P Power expire after a predetermined amount of time, but H Power stays until you use it up.

• H Power: Break Shots

When the meter becomes at least half full, "H Power" will appear directly above the Power gauge. You can now perform Break Shots. Think of these as the *Fatal Fury* equivalent of Alpha Counters: While in a block stall, perform your character's H Power attack to break out of the block (see the moves lists to determine which attack does this.) Break Shots use up your H Power. These attacks have their advantages and disadvantages; you must learn when to use them for maximum effect. Some special attacks cannot really be broken because of the speed of delivery. One such attack is Terry Bogard's Rising Tackle, which attacks with five rapid hits. The ideal usage of a Break Shot is to block attacks which leave your opponent vulnerable afterwards, then counter-attack with a low-risk combo.

• S Power: Power Attack

If you allow your H Power meter to become maxed out, the next step is the S Power meter. Power Attacks are the same as Desperation attacks; the only difference is that S Power allows you to perform them when you're not in desperation mode (i.e. your energy meter is not flashing.) If you do this once, your S Power gauge is used up.

• P Power: Hidden Ability

Hidden Abilities are more powerful than the standard Power Attack/Desperation Move. You can only gain access to the P Power meter if you are in desperation mode (i.e. your energy meter is flashing red.) If you already had S Power and you go into desperation mode, your S Power will automatically become P Power. If you only have H Power and you go into desperation mode, the H Power meter will become P Power as soon as it's filled up. Think of the Hidden Abilities as Super Desperation Attacks.

• Desperation Attacks

These "catch-up" attacks have been a part of the series since *Fatal Fury 2*. They can only be performed when your energy meter is flashing red. These attacks are designated by an S in the moves lists because they also work in S Power mode as described above.

• Combo Theory

As in last year's version of *Real Bout*, this year's *Special* uses the Rush combo system. As in *Street Fighter Alpha 2*, your combo hits will be counted on the fly. The Rush system counts both chain attacks (consecutive button presses from left to right) and button presses that lead into special or super attacks.

• Rush Hits

When linking button presses together, there are a couple of things to remember. First, be aware that the timing is different for almost every fighter. Although some fighters may share similar combos, each one attacks in different ways and therefore must be taken as an individual effort. Don't expect to become a master of every combo just because you can pull off Andy's 11-Hit Rush. It doesn't work that way here. You'll notice a significant difference, especially with slower fighters like Franco Bash.

• To Jump or Not to Jump

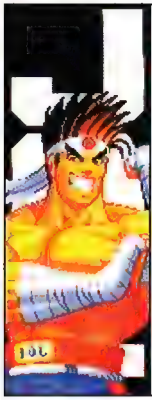
Jumping in on opponents takes on a different dynamic in the *Fatal Fury* series. With two jumping heights—plus the ability to crawl and shift planes—it's easy to see what can go wrong. Jumping in is almost unnecessary in most instances. Punching serves more of a purpose, and of course, you have alternate methods of getting around a projectile. Combos don't have to be initiated in the air, so you have more reasons to keep the battle on the ground. A seasoned player will keep jumping to a minimum and use the crawl to get closer to his or her opponent.

• Fighting the Bosses

Billy Kane—The first king of South Town. This Brit ranks high in the *Real Bout Special* lineup. As a computer-controlled opponent, he can keep you away and trap you better than most of the cast. He does have some weaknesses which you can exploit; Most notably, he's always thinking "offense." This can come in handy if you've got a Break Shot at your disposal. "Offense into defense" is a good rule. Whenever Billy uses his Super Fire Wheel, you can shift planes, then press ↓ + C to knock him down.

Laurence Blood—The tricky Spaniard appears to be much easier than Billy or Krauser. Blood can work you if you become too impatient. He can lure you in with some fakes, then beat you down with one of his large combos. If you can get in close on him, try your best to complete a combo that will knock him down; otherwise, he'll counter-attack.

Wolfgang Krauser—This can be one heck of a battle! With quick thinking, you can win. The computer-controlled Krauser has fantastic artificial intelligence. Whenever you have access to a Break Shot, Krauser will rarely attack. If he has time to block, he will use his Phoenix Thrust instead of blocking. He's not shy about using his Kaiser Wave, either. Keep a reasonable distance; close enough to retaliate but far enough to give you some breathing room.



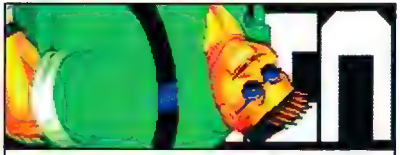
Joe Higashi

This Thai kickboxer is an average fighter, but he's got some stuff to keep him going during battle. The Slash Kick should only be used as a countermeasure to attacks which can be countered. It leaves you vulnerable after your opponent has blocked it. As for the Exploding Hurricane and Pressure Knee, these two attacks should be used exclusively in Rush Combos. If you do otherwise, your opponent can very easily get around these attacks. Joe's Power and Super attacks cannot be implemented in combos.

Tiger Kick	→ + C
Knee Slam	↘ + C
Slide	↘ + B
Uppercut	← + A
Elbow Smash	↘ + A
Round Kick	↓ + B
Slash Kick	↙ → + B or C
Ⓜ Tiger Knee	→ → ↘ + B
Pressure Knee	→ → ↘ + C
Exploding Hurricane	→ ↘ ↙ ← + C
Ⓢ Screw Upper	→ ← ↙ → ↘ + B + C
Ⓟ Slide Screw	→ ← ↙ → ↘ + C

7-Hit Rush Combo

1. Two standing Punches (A, A)
2. One Kick (B), then → + C
3. ← + C
4. End with a Strong Slash Kick (↙ → + C)



Cheng Sinzan

The tubby hero from *Fatal Fury 2* returns with practically no changes. He plays as slowly as he did in the earlier games in this series. He does have speedy, unorthodox attacks which catch unexpecting opponents off-guard. Not a combo king like Kim or Terry, but a fun character to mess around with.

Body Throw	→ + C
Headbutt	↘ + C
Double Punch	→ + A
Plane Punch	A + B
Thunderblast Powerball	↓ ↘ → + A
(H) Avalanche Crunch	Charge ←, then → + C
Belly Drum Blast	Charge ↓, then ↑ + A
Big Belly Blaster	→ ↘ ↓ ↙ ← + B
(S) Bursting Heavens Bopper	Charge ↙, then ↓ → + B + C
(P) Collapse of Creation Burst	→ ↘ ↓ ↙ ← → + C

4-Hit Rush Combo

1. Press C, → + C, C, ← + C

Tung Fu Rue

It's safe to assume that SNK has thrown the story-line out the window since Master Tung is making yet another appearance in the series. Age has really weakened Tung as his attacks do minimal damage; even less than Mai or Blue Mary. What he lacks in strength he makes up for in agility. He's very quick and his attacks tend to come out faster than one would expect. Using Tung requires that you play a smart game of finesse, very different from using Franco or Krauser.

Palm Blast	→ + C
High Punch	↘ + A
Senshippo	↓ ↙ ← + A or C
(H) Thousand Kicks	→ ↓ ↘ + B
Rage Rush	↓ ↘ → + A
Giant Power Wave	Charge ↙, then → + C
(S) Iron Hurricane Pummel	→ ↘ ↓ ↑ + B + C
(P) "Outrageous Man" Blast	→ ← ↙ ↓ ↘ + C (press and hold)

7-Hit Rush Combo

1. One Crouching Punch (A), then a crouching Kick (B)
2. End with Thousand Kicks (→ ↓ ↘ + B)

Terry Bogard

SNK's main man returns to kick some butt. He's been given some extras to balance him even more—as if he needed it! The Power Dunk has priority over nearby opponents when Terry is getting up from an attack. The good old Burning Knuckles is perfect versus jumpers. Terry B's combos are also a cinch to set up. Terry retains his lofty position in character rankings.

Shoulder Slam	→ + C
Uppercut	↘ + A
Side Kick	→ + B
Burning Knuckles	↓ ↙ ← + A or C
Crack Shot	↓ ↙ ← + B
(H) Power Dunk	→ ↓ ↘ + B
Power Wave	↓ ↘ → + A
Round Wave	↓ ↘ → + C
Passing Through	↓ ↘ → + D
Power Charge	← → → + A
(S) Power Geyser	↓ ↙ ← ↙ → + B + C
(P) Overkill	↓ ↙ ← ↙ → + C

10-Hit Rush Combo

1. Do five standing punches (C, C, C, C, C)
2. Follow with a Kick (B), then → + C
3. ← + C and finish with a Crack Shot (↓ ↙ ← + B)

Neo•Geo strategy

Neo•Geo strategy

Neo•Geo strategy

Ryuji Yamazaki

Ryuji feels like a character from the *King of Fighters* series, which isn't necessarily a bad thing. He's quite a cheap fighter and—to my dismay—he's one of the better fighters of *Real Bout Special*.

Slam	→ + C
Low Punch	→ + A
Uppercut	↘ + A
Forward Serpent Slash (High, Middle, Low)	↓ ↙ ← + A or B or C
Ⓗ Judgement Dagger	→ ↙ → + A
SadoMaso	← ↙ ↓ ↘ → + B
Bomb Bopper	→ ← ↓ ↑ + C
Ⓢ Guillotine	→ ↘ ↓ ↙ → + B + C
Ⓟ Drill	Near opponent, rotate joystick 360° + C

5-Hit Rush Combo

1. Press Kick twice (B, B)
2. End with the Judgement Dagger (→ ↙ → + A) for more damage

Wolfgang Krauser

The German strongman is light in the combo and special attacks categories but he's got the brute force to work any unwary opponent in a couple of seconds—trust me, I speak from experience. He's got the most devastating Super Power in the game. It's best to play a game of waiting and counter-attacking with him—though a well-placed Leg Tomahawk can do some good. The Kaiser Wave is your best asset when in Desperation mode.

Knee Slam	→ + C
Hammer Punch	→ + A + B
Blitz Ball (Upper, Lower)	↓ ↙ ← + A or C
Ⓗ Leg Tomahawk	↓ ↘ → + B
Air Slam	→ ↘ ↓ ↙ ← + B
Dangerous Thrust	← ↙ ↓ ↘ → + C
Ⓢ Kaiser Wave	Charge ←, then ↗ + B + C
Ⓟ Gigantic Cyclone	→ ↘ ↓ ↙ ← → ↘ ↓ + C

5-Hit Rush Attack

1. In close, do one standing Power Attack (C)
2. End with a Leg Tomahawk for three more hits (↓ ↘ → + B)

Laurence Blood

Krauser's right-hand man has definitely got some very cool patterns to use. He's got the range and he's got the speed. Plays similar to his rival, Vega from the *Street Fighter* series. His Bloody Saber can be linked three times for extra damage and hits.

Back Stabber	→ + C
Spanish Side Kick	→ + B
Slide Kick	↙ or ↓ or ↘ + C
Saber Slice	← + A
Olé!	A + B
Bloody Saber	↓ ↘ → + A (repeat x3)
Ⓗ Bloody Spin	Charge ←, then → + C
Bloody Axis	↓ ↘ → + C
Bloody Cutter	Attack after Bloody Axis
Ⓢ Bloody Flash	↘ ← ↙ ↓ ↘ → ↙ + B + C
Ⓟ Certain Death Bloodletter	↓ ↘ → ↘ ↓ ↙ ← + C

10-Hit Rush Combo

1. Press Punch (A), then Kick (B)
2. Follow with → + C, then ← + C
3. End with a Bloody Saber (↓ ↘ → + A), repeating the motion three times

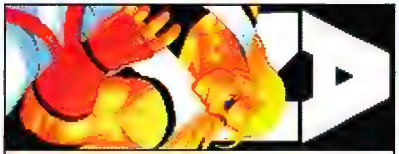
Sokaku Mochizuki

Sokaku is another one of those pokey fighters. He has decent range with his staff to keep you out of his hair. Unfortunately, his Break Shot is rather useless, so you may want to save your gauge for his more powerful attacks and such.

Body Slam	→ + C
Reverse Body Slam	← + C
Double Attack	← ↙ ↓ + C
Air Throw	Near opponent in mid-air, press ↙ or ↓ or ↘ + C
Staff Attack	↘ + A
Possession Explosion	→ ← → + C
Ⓟ Little People	↓ ↙ ← + A
Lightning Bolt Blast	→ ↓ ↘ + B
Ninja Stars	↓ ↘ → + A
Enter the Demon	Near opponent, rotate joystick 360°+ C
The Wailer	→ ↘ ↓ ↙ ← + B
Ⓢ Thunder Boomer	→ ↘ ↓ ↘ → + B + C
Thunder God Blast	→ ↘ ↓ ↘ → + C

6-Hit Rush Combo

1. Press C, then press → + C
2. Get three more hits by ending with a Lightning Bolt Blast (↙ ↓ ↘ → + C)



Andy Bogard

Terry's little brother proves that he can play with the big boys; he's got new attacks and has better recovery time. He strikes swiftly and to the point. The Quicksilver Slicer is a perfect attack to use during a Rush Combo for extra damage. Andy's a fighter that suits a person who wants to master a well-rounded fighter.

Shoulder Slam	→ + C
Cartwheel Kick	→ + B
High Punch	↘ + A
Quicksilver Blast	↙ → + A or C
Ⓟ Sonic Split	↙ ↓ ↘ → + B
Dragon Fist	→ ↘ ↓ ↙ ← + C
Dragon Blast	→ ↓ ↘ + C
Egg Beater Blast	↓ ↙ ← + A
Ⓢ Super Ripper Blast	Charge ↓, then ↘ → + B +C
Ⓟ Quicksilver Slicer	↙ ↓ ↘ → + C

7-or 12-Hit Rush Combo

1. Start with two punches (A, A) into a kick (B)
2. From here, press ← + C, then → + C
3. If you have access to Andy's Quicksilver Slicer (↙ ↓ ↘ → + C), use it. If not, end with his Dragon Fist (→ ↘ ↓ ↙ ← + C)

Mai Shiranui

The perky Japanese Ninja has been modified in terms of the way you execute of some of her special attacks. The most obvious is the Sunfire Dance. It also cannot be used in combos; now it's more of an anti-air attack.

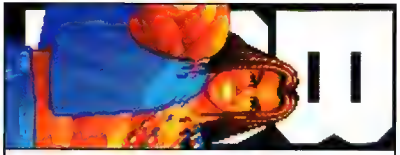
Scissor Throw	→ + C
Air Throw	Near opponent in mid-air, press ↙ or ↓ or ↘ + C
Double Jump	Against a wall, press ↗
Ribbon Slash	← + A
Wild Butterfly Fan	↓ ↙ ← + C
Ⓟ Dragon Flame Fandango	↓ ↙ ← + A
Ninja Dive	↓ + A + B
Sunfire Dance	Charge ↓, then ↑ + C
Deadly Ninja Bees	← ↙ ↓ ↘ → + C
Ⓢ Super Ninja Bees	→ ↙ → + B + C
Ⓟ Wild Peony of Pain	→ ↙ → + C

9-Hit Rush Combo

1. Close to your opponent, do one standing Punch (A), then Kick (B)
2. Press → + C, then ← + C
3. End with the Super Ninja Bees (→ ↙ → + B + C)

Neo•Geo strategy

Neo•Geo strategy



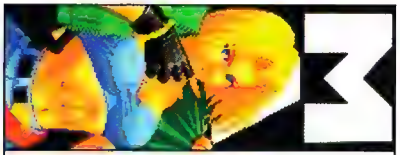
Bob Wilson

Bob appears to use the rare fighting style of Capoera, which was developed in Brazil. This style of fighting emphasizes kicks and graces. You won't know if he's dancing or attacking half of the time. This is a good confusion tactic. Massive combos remain to be seen with Bob but he doesn't need them. He's an above-average fighter.

Throw	→ + C
After Throw	↘ ↘ + C
Air Throw	Near opponent in mid-air, press ↙ or ↓ or ↘ + C
High Kick	↘ + A
High Kick	← → → + B +C
Rising Kick	Charge ↓, then ↑ + B
Rolling Turtle	↓ ↙ ← + B
(H) Monkey Dance	→ ↓ ↘ + B
Sidewinder	↓ ↙ ← + C
Wild Wolf	Charge ←, then → + B
(S) Dangerous Wolf	→ ← ↙ ↓ ↘ → + B +C
(P) Mad Spin Wolf	↓ ↙ ← ↓ ↙ ← + C

7-Hit Rush Combo

1. Start with a standing punch (A) into a low Kick (↓ + B)
2. End with a Rolling Turtle (↓ ↙ ← + B) but keep the joystick in the → position



Blue Mary

As yet another returning fighter, Blue Mary is very agile. Her Straight Slicer and Vertical Arrow can be repeated in the same move to get an extra hit. Mary's combos aren't as large as Terry's, but they do a good amount of damage.

Straight Slicer	Charge ←, then → + B
(H) Vertical Arrow	→ ↓ ↘ + B
Spin Fall	↓ ↘ → + A
Real Backdrop	Near opponent, ↘ ↘ + A + B
(S) Mary's Splash Rose	→ ← ↙ ↓ ↘ → + B+ C
(P) Mary's Typhoon	→ ← ↙ ↓ ↘ → + C

6-Hit Rush Combo

1. Do one standing Kick (B) for two hits
2. Next, a ducking Kick (↓ + B)
3. Get three more hits by doing a Vertical Arrow (→ ↓ ↘ + B) and repeat the motion once

Hon-Fu

This Nunchaku-spinning martial artist can do some harm if mastered. His attacks can be much faster than one would expect to see. Hon-Fu's range may seem short because of the size of his weapon, but it will be sufficient for his battles in South Town.

Kick Flip	→ + C
Pounce Attack	↘ + C
Spin Kick	→ + B
High Attack	↘ + A
Nine Dragon Fury	← ↙ ↓ ↘ → + C
Hon-Fu Attack	← ↙ ↓ ↘ → + C
Rushing Attack	Charge ↙, then → + B
(H) Airborne Imbroglio	→ ↓ ↘ + A or C
Heavenly Charger	↓ ↙ ← + B
Spinning Glow	↓ ↙ ← + A
Dragon Reverse Kick	↓ ↙ ← + C
(S) Exploding Glow	↓ ↙ ← ↙ → + B + C
(P) Cadenza Storm	↓ ↙ ← ↙ → + C

13-Hit Rush Combo

1. Start with a standing Punch (A) into kick (B)
2. Into plane shifter (→ + C then ← + C)
3. End with his Spinning Glow (↓ ↙ ← + A); press A repeatedly to get up to 13 hits

Franco Bash

Along with Krauser, Franco is the other enforcer of *Real Bout*. His attacks induce copious amounts of damage. His Armageddon buster can tear you up, especially if you know how to exploit it.

Franco Slam	→ + C
Lunge Punch	A+ B
Zapper	↓ ↘ → + A
Ⓗ Double Kong	↓ ↙ ← + A
Golden Bomber	Charge ↙, then → + C
Golden Claw	← ↙ ↓ ↘ → + D
Guts Dunk	↓ ↘ → ↗ + B
Ⓢ Megaton Scruncher	↓ ↙ ← ↙ → + B + C
Ⓟ Armageddon Buster	→ ↘ ↓ ↙ ← + C

5-Hit Rush Combo

1. Begin with the Golden Claw (← ↙ ↓ ↘ → + D)
2. Now chain a Punch (A) to Kick (B) to Power Attack (C)

Kim Kaphwan

Kim has increased his martial arts skills beyond belief. He retains his cheesiness with corner traps and patterns. With his special attacks and overall appeal, it could be said that Kim ranks in the top five of this year's crew.

Axe Kick	→ + B
Shoulder Throw	→ + C
Toe Kick	↓ ↙ ← + A
Crescent Moon Slash	↓ ↙ ← + B or C
Ⓗ Sand Blaster	→ ↓ ↘ + A
Flying Slice	Charge ↓, then ↑ + B
Flying Kick	Jump, then ↓ + B
Ⓢ Rising Phoenix Dance	Jump, then ← ↙ ↓ ↘ → + B + C
Phoenix Flashdance	↓ ↙ ← ↙ → + C

6-Hit Rush Combo

1. Start with two low Kicks (B, B)
2. End with Kim's Sand Blaster (→ ↓ ↘ + A)

Billy Kane

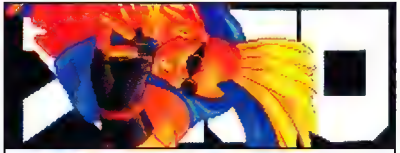
Billy is unbelievable; he's among my favorite fighters. He's a perfect character to pick if you want to learn how to play cheap. Almost all of his special attacks can be used during combos and his Desperation attack will not let any jumper touch you. Speaking of jumpers, Billy's Punch (A) and Power Attack (C) can get in on an opponent if you use them during a pounce. They've got the range and speed to snuff most anti-aerial countermeasures. "I'm gonna hurt you so bad!"

Club Throw	→ + C
The Choke	→ + B
Midsection Club Cruncher	Charge ←, then → + A (press ← → + C for an extra hit)
Ⓗ Dragon Guided Clubber	↓ ↙ ← + B
Demonic Dropper	↓ ↙ ← + A
Whirlwind Wail	Press A repeatedly
Ⓢ Super Fire Wheel	↓ ↘ → ↘ ↓ ↙ ← + B + C
Ⓟ Wall of Wind Scorcher	↓ ↘ → ↘ ↓ ↙ ← + C

10-Hit Rush Combo

1. Start with a low Power Attack (↓ + C)
2. Interrupt it by pressing C again which will get you three hits
3. End with a ↓ ↘ → + C motion to get you six more hits

Neo•Geo strategy



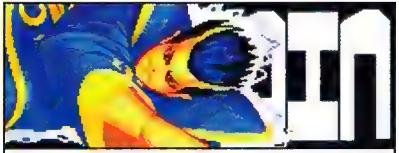
Duck King

The King has returned. Duck is another mediocre character in the *Real Bout* cast. This isn't a bad thing, it's just that so many of the other fighters are better. Some of his combos are difficult to pull off; worse yet, some of them aren't even *worth* pulling off. This Duck should have stayed in the tub.

Air Slam	→ + C
Air Throw	Near opponent in mid-air, press ↙ or ↓ or ↘ + C
Slam Punch	← + A
Egg Spin	↓ + C, C, C, C
Ducky Slide	↘ + B
Head Spin Attack	↓ ↘ → + A or C
Ⓓ Dancing Dive	↓ ↙ ← + B
Break Storm	→ ↓ ↘ + B
Cross Head Spin	↓ ↙ ← + D
Ⓢ Break Spiral	← ↙ ↓ ↘ → ↗ ↓ + B + C
Ⓟ Duck Dance	↓ ↓ + A + B + C

7-Hit Rush Combo

1. Begin the combo with a Ducking Power Attack (↓ + C), press C immediately again
2. End with a Break Storm (→ ↓ ↘ + B)



Jin Chonrei

Chonrei plays a bit differently than Chonshu. His attacks are more powerful, yet slower. The Emperor blast can be used against a dizzied opponent to regain some lost energy by taking it from them. Chonshu plays more like a sly character and Chonrei is more straightforward.

Blast Punch	→ + C
Karate Kick	→ + B
Reflect	↓ ↙ ← + B
Emperor God Bop	→ → + A
Ⓓ Empire Heaven Smash	→ ↓ ↘ + C
Eyes of Emperor Crunch	↓ ↘ → + C
Emperor Blast	↓ ↙ ← → + C
Ⓢ Empire Destiny Blow	→ ← ↙ ↓ ↘ + B + C
Ⓟ Emperor Roar Destroyer	→ ← ↙ ↓ ↘ + C

5-Hit Rush Combo

1. Start in close with a standing Punch (A), then a Kick (B)
2. Now go into a Power Attack by pressing → + C then ← + C
3. Finish with an Empire Heaven Smash (→ ↓ ↘ + C)

Jin Chonshu

The female sibling is more evil than her male counterpart (but, hey, isn't that the case most of the time?) Many of her standard attacks do double hits which can be useful in combos.

Palm Blast	→ + C
Roll	↘ + C
Emperor God Bop	→ → + A
Ⓓ Reverse Eyes of Emperor Crunch	→ ↘ ↓ ↙ ← + A or B or C (use C for Break Shot)
Empire Heaven Smash	→ ↓ ↘ + A + C
Eyes of Emperor Crunch	↓ ↘ → + A or C
Aerial Teleport	Jump, then → ↘ ↓ + B
Ⓢ Emperor Blast	↓ ↙ ← → + B + C
Ⓟ Empire Destiny Blow	↓ ↙ ← → + C

5-Hit Rush Combo

1. Start with a standing Punch (A) into a standing Kick (B)
2. End with her Emperor God Bop (→ → + A)

Secret Characters

Not too many people know this, but *Real Bout: Fatal Fury Special* has four secret characters hidden in the game. They're actually alternate versions of four familiar characters: Andy Bogard, Tung Fu Rue, Billy Kane and Blue Mary. Here's how to get them:

1. Insert a quarter or token and press **START**.
2. At the character-select screen, highlight Andy, Tung, Billy or Mary.
3. Press and hold the **START** button and continue to hold it down for the rest of the code.
4. While holding **START**, press **B**, **B**, **C**, **C**, then...
5. Press and hold the **B** button, wait for one second...
6. Press and hold **C**, wait for one more second...
7. While still holding **START** + **B** + **C**, press **A** or **D** to select the character.

If you've done this correctly, the letters "EX" should appear before your character's name. Just as the normal characters have two different color schemes, the color of the EX characters depends on whether you finished the code with the **A** button or **D**. The code is the same for all four fighters and it works on both players' sides. Each character has some modifications made to them which technically classify each as a different fighter. Note that while it is possible to have, for instance, EX Andy vs. EX Andy, the match-up screen—for no apparent reason—will always display only one EX character (on the Player 1 side.) As shown in these pictures, the match-up screen contradicts the in-game characters' appearances.

EX Andy

The evil EX version of Andy loses some attacks but regains his Flaming Flipkick and a double-hit Quicksilver Elbow. EX Andy isn't a downgrade or upgrade; he seems more of an addition for those among us who may prefer a modified Bogard brother. Nonetheless, he's a powerful character.

Shoulder Slam	→ + A
High Punch	↘ + A
Neo Quicksilver Elbow	↙ → + A
Ⓜ Flaming Flipkick	← ↓ ↙ + B
Neo Geki Hishouken	↓ ↙ ← + C
Ⓢ Chou Reppa Dan	Charge ↓, then ↘ + B + C
Ⓜ Neo Zanei Reppa	↙ ↓ ↘ → + C

6-Hit Rush Combo

1. In close, press ↘ + A for a High Punch
2. Press C, C, C for three more hits
3. Press ↓ + C for two more hits while your opponent is on the ground

EX Tung Fu Rue

Master Tung really loses a lot in EX mode. He plays exactly the way he did in *Fatal Fury Special*, attacks and all. Much of his combo ability is lost. Only use EX Tung Fu Rue if you want to challenge yourself or if you excelled in *Fatal Fury Special*.

Thousand Hands	→ + C
High Punch	↘ + A
Senshippo	↓ ↙ ← + A or C
Thousand Kicks	In close, → ↓ ↘ + B
Power Wave	Charge ↙, then → + A
Geki Hou	Press C rapidly
Ⓢ Senpuu Gouken	→ ↘ ↓ ↑ + C
Ⓜ Rising Kicks	↑ ↗ ← ↗ ↑ + C

3-Hit Rush Combo

1. Begin with a standing Power Attack (C) for two hits
2. End with a Senshippo (↓ ↙ ← + C)

Real Bout Fatal Fury Special

EX Blue Mary

The evil twin of Blue Mary loses too much to be considered to be even an average fighter. Mastering EX Blue Mary is quite a challenge as she has no real strategy to hold her down. Fighting against the normal Mary, EX Mary will lose nine times out of ten.

Back Throw	→ + C
Scissor Throw	→ ↘ ↓ ↙ ← + C
High Kick	↘ + A
Straight Slicer	← → + B
Vertical Arrow	→ ↓ ↘ + B
Mary Spider	↓ ↘ → + C
Dodge	A + B
Ⓢ Mary Typhoon	→ ← ↙ ↓ ↘ → + B + C

4-Hit Rush Combo

1. Press A or B for a punch or kick.
2. Follow with → + C.
3. The following motion will get you a back drop for the fourth hit: → ↘ ↓ ↙ ← + C

EX Billy Kane

This darker Billy Kane harks back to last year's *Real Bout*. In fact, he has the same moves, attacks, combos and strategies. One factor to remember is that EX Billy Kane is more of a defensive fighter while the standard Billy plays more offensively. Either way, you've got a winner on your hands

Stick Slam	→ + C
Stick Choke	→ + B
Stick Attack	Charge ←, then → + A
Flaming Stick	After Stick attack, ← → + C
Stick Twists	Press A rapidly
Dragon Flame	↓ ↙ ← + B
Ⓢ Dragon Buster	↓ ↙ ← + C
Vertical Stick Attack	↓ ↙ ← + A
Ⓢ Flaming Tornado Stick	↓ ↘ → ↓ ↙ ← ↖ + B + C
Ⓢ Scarlet Uppercut	→ ↘ ↓ + C

8-Hit Rush Combo

1. Do one standing Punch (A) then one standing Kick (B)
2. The Scarlet Uppercut (→ ↘ ↓ + C) will get you some more hits

FIGHT THE HIDDEN BOSS!

The King of Southtown, Geese Howard makes a cameo appearance as a secret boss character in *Real Bout: Fatal Fury Special*. To fight him, you must meet the following requirements (in one-player mode only):

1. **You must not lose a single round.**
2. **You cannot score a ranking of C or less in any battle; you must achieve Master Ranking like Tyrone!**
3. **Your score must be 750,000 or more *before* you reach the battle against Wolfgang Krauser.**

If you do all of this successfully, after you beat Krauser a special "Nightmare" match will begin with Geese coming out to destroy...er, to challenge you. Only the finest fighters will ever get to see this epic battle, so keep practicing!

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FROM THE VIDEO-GAME PROS!

TUROK STRATEGY GUIDE PART 2

BY NIKOS CONSTANT

WHAT YOU SHOULD KNOW

- This is the second half of a two-part *Turok* strategy guide. The first appeared last month and featured maps for levels 1 through 4. This month we'll cover levels 5 through 8 and give you cheat codes that can get you through the game with ease.
- By the time you've reached this point in the game, you should know how to control the analog joystick pretty well. One important thing to remember is that the diagonal jump pushes you a little bit farther than the long jump. So if something's just out of reach with a running jump, try a diagonal jump.
- To get to the final boss, you have to find all of the Chronosceptor pieces.
- Some of the cheat codes that we've given you can be found while playing the game. There are still some codes that we haven't found, including a "shrunken head" mode and a level select. Can you find them?

MAP GUIDE

GRASS
GRANITE
LAVA
DOORWAY/SWITCH
WALKWAY
BUILDING
SAVE POINT
WARP
WATER
KEY
DEEP WATER
GATE
CHASM
CHRONOPIECE
CAVERN
SECRET AREA
BRIDGE/LADDER
START

A few words about cheating.

The following page contains nine different cheat codes, some of which will help you to get through the game without having to worry about losing lives, health or looking for weapons. *Tips & Tricks* Magazine, as the name implies, is here to help you get through a game by giving you tips and tricks. Unfortunately, in cases such as this, our help can take away from some of the actual game play. While I was doing this guide, I was having a lot of fun playing through the game. I got excited when I found a secret area, a new weapon or key or faced a new monster. When I finally killed the last boss, saw the ending and watched the credits, I felt like I had conquered a wild beast. I reveled in my victory by going to 7-11 to get a Cherry-Lemonade Slurpee and some candy. Of course, some of these same cheats helped make this guide more complete as I went back to map out the levels. But the first time I played through, it was all skill, baby. Cheat if you want, but don't cheat yourself.

Hey buddy! Don't cheat!

Robin Smith

The mysterious Robin Smith code opens up a bunch of the game's cheats. Robin's gifts include Invincibility, All Weapons, Unlimited Ammo, Big Heads, and Show Credits. Just enter RBNSMTH to activate.

Disco Dancing

The Disco Dancing cheat causes all of your enemies to dance around in place and not attack you. This makes it much easier for you to take them out. Enter SNFFRR to make each enemy shake their booty like Devo.

Pen and Ink

Pen and ink makes all of the game's textured polygons disappear, leaving only the anti-aliasing lines in glorious black and white. It's kind of eerie and neat to play this way. Enter DLKTDR to activate.

Cheat Codes

Enter each of these codes in *Turok*'s "Cheat Code" screen, then activate them with the new "Cheat Menu" option that appears when any code has been entered.

Gallery

If you want to get a close-up look at most of the game's enemies, enter the Gallery to scrutinize Iguana's work. You can zoom in and out and rotate each enemy individually. Enter THBST to get this treat going.

Show Credits

Check out the credits before you've finished the game by entering the code FDTHMGS. It seems like everybody and his brother worked on *Turok*, including the guys who worked on the comic and Robin Smith.

Spirit Mode

Spirit Mode makes you have the psychedelic shield effect all the time, rendering you invincible and making all of the enemies move in slow-motion. It's annoying after a while, but try it by entering THSSLKSCL.

All Weapons

If you've already entered the Robin Smith code, then you won't have to enter CMGTSMMGGTS to have All Weapons. It's just a waste of time, but we thought we'd include it just so that you can have the full story.

Unlimited Ammo

Another code that's invalidated by the Robin Smith code; enter the Unlimited Ammo code only if you have nothing else to do. Notice that some codes actually spell out sentences: "BLLTSRRFRND" is "Bullets are our friend."

Infinite Lives

You won't have to worry about collecting the little triangles to earn extra lives if you enter the code FRTHSTHTTRLSCK. Along with the other codes we've given you here, you should be able to finish *Turok* easily.

LEVEL 5

To get to the boss at the end of this level, you'll have to fill the pit that blocks your way to the Mantis. Don't bother jumping across the pit because you'll die. Get across by filling the pit with water. The first step you need to take is to raise the stairs in the middle of the level that you reach after the first teleport. Do this by flipping the three switches on the level.

Once you go up the stairs that you've raised, find the key in the level at the top of the stairs. When you do this, the pit to the boss will fill with water. Go back to that section of the level and prepare to face the Mantis. If you can, collect extra ammo.

START

SAVE

BONUS LEVELS

SAVE

CHRONOSCEPTER PIECE

SAVE

KEY

KEY

It's very important to collect all of the Chronoscepter pieces as you go along. The Chronoscepter weapon is the only thing that can kill the last boss in the game. On this level, the piece is guarded by a tough guy that you should try to use grenades against.

LEVEL 5 BOSS

To get the last key on the level, you have to defeat the Praying Mantis Boss at the end of the level. Always keep him in your sights, because if you you lose him, he'll jump behind you and get you from behind. The best weapon to use is the Mini Gun, but you'll probably need to use all of your artillery. The Mantis will flash to indicate that its attack pattern will change. Watch these changes and stay ahead of the game.

LEVEL 6

Some of the lava on this level is actually harmless. It's tough on your health, but check all of the different pools to find some secret power-ups and hidden paths to the Chronoscepter Piece.

KEY

SAVE

CHRONOSCEPTER PIECE

KEY

In level 4 you probably experienced some booby traps that took away a lot of life. Well, level 6 has a ton of these traps that you have to avoid. Some traps actually make a warning sound that ticks like a time bomb before they go off. Listen for the warning and take evasive action by going backwards.

Nintendo 64 strategy

Nintendo 64 strategy

LEVEL 7

There are only 2 keys on levels 7, but that's made up for there being 2 Chronoscepter pieces. Again, there are lava pits with that don't hurt you, so explore everything and save often.

START

BONUS LEVELS

CHRONOSCEPTER PIECE

Nintendo 64 strategy

Nintendo 64 strategy

LEVEL 8

Level 8's enemies are too strong for regular bows and shotgun shells so make sure that you're concentrating on getting power cells.

SAVE

START

SAVE

BONUS LEVELS

LEVEL 8 BOSS

Watch for the laser fire that the T-Rex shoots out; it will take half your health. When you kill him, you get the last Chronoscepter piece and all weapons.

FINAL BOSS

The last boss of the game is the Campaigner, who has created all of the evil beings that have been attacking you through the game. The Chronoscepter weapon is your key to killing this guy. You only have three shots, but a hit will take away 1/4 of his energy. Use all other weapons for the remaining energy.

TIPS & TRICKS SELECT GAMES

Pick it!

The elite "*Tips & Tricks* Pick" is given to those select few games that are highly recommended by the *T&T* staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of "Select Games" is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

RAMPAGE WORLD TOUR

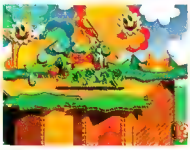
Midway • Available Now

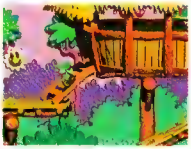
Remember *Rampage*? What a great game that was. You got to control giant monsters and turn entire cities to rubble. For those who never got to play that joyous little gem, now's your chance. *Rampage World Tour* is a brand new, supercharged 90's versionof that 10 year-old classic. Control one of three beasts and move through a whopping 130 levels in an effort to destroy more property than your opponent. Players (up to three at once) also get to pound on each other; punch, kick, slam—the sky's the limit! Power-Ups such as the "Hot Loogie" let you get extra crazy on anyone stupid enough to get in your way. Not only does *RTW* look a million times better than the original *Rampage*, there are new "Grudge Match" levels that let players go one-on-one for bonus points in addition to bonus flying levels. The developer of *RTW*, Game Refuge, is responsible for a string of popular home and arcade titles. *Arch Rivals*, *Pigskin 621 A.D.*, *Xenophobe* and *General Chaos* are among their hits; all of them featuring the same hilarious art style and wacky gameplay. *RTW* could be the perfect outlet for anyone needing a break from a saturated market of all-too-serious driving and fighting games.

YOSHI'S ISLAND 64

Nintendo • 8/97

We'd be lying if we said we knew all about this game, since Nintendo provided us with nothing more than the handful of photos you see here. However, if it's anything like the Super NES *Yoshi's Island* game, you can expect dozens of huge, colorful levels filled with cute-but-dangerous enemies and cleverly-hidden secret areas. Unlike *Super Mario 64*, *Yoshi's Island 64* features the two-dimensional gameplay of the *Super Mario Bros.* series of games. However, this shouldn't prevent Nintendo's designer extraordinaire Dr. Miyamoto from giving it the same addictive qualities of all his other hit games.

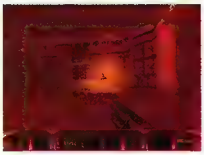


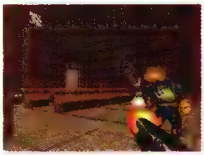


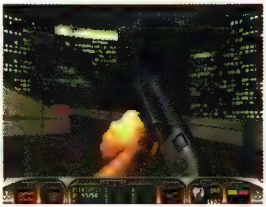
DUKE NUKEM 3D

Sega • 6/97

The PC "corridor" adventure *Duke Nukem 3D* is considered by many to be the greatest first-person shooter of all time, even over *Doom*. Brace yourselves, Saturn owners; your conversion is almost ready. Even without big-bucks Pentium PC hardware, the game looks—at this point—to be an extremely faithful and quite speedy translation. Sega promises that *Duke* will be Net-Link compatible, but won't confirm the number of players that will be allowed simultaneously. Hey, even if you've gotta play it solo, you should give *Duke* a look-see.



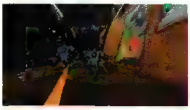


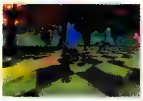


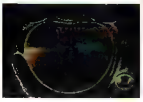
MDK

Playmates • 6/97

It's almost here! *MDK* (*M*urder, *D*eath, *K*ill) has got to be one of the most innovative titles to come down the pike in a very long time. The premise of the game is that aliens are using mammoth floating cities to deplete the Earth's natural resources. As Kurt Hectic, you must put an end to the destruction. Working 24 hours, round-the-clock, Shiny's programming team has incorporated amazingly cool features into the game. Collision detection is so precise, it is now possible to zoom in on enemies from over a mile away and hit them *exactly* where you want—right down to a quarter of an inch. The sniper helmet (see screen shot below) allows for this kind of precision targeting. You can also use your parachute to drop down from above. *MDK* provides some truly innovative gameplay. For example, jump into a droid and infiltrate enemy headquarters undetected to listen in on private conversations. Tommy Tallarico does the in-game music and sound effects.



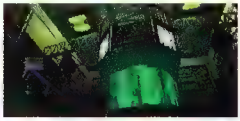


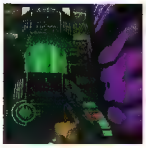


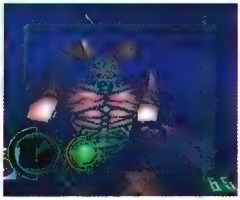
CODENAME: TENKA

Psygnosis • Available now

Codename: Tenka has been in development for over a year, and the final product really shows the results of all the effort. Beautiful touches like steam effects, sparks and the ever-popular lens-flare—coupled with a library of cool sound samples—add serious "oomph" to a game genre that continues to be milked to death. Weapon power-ups are another area in which *Tenka* shines—the machine gun packs one heck of a wallop, and the laser-sight is not only cool-looking, but functional, to boot. The hovering machinery can be a bit redundant (hasn't anyone learned since the first *Kileak* game?), but *Tenka* has so much else going for it, you'd be crazy not to take it for a test drive.



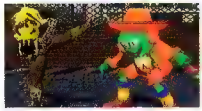




FIGHTERS MEGAMIX

Sega • 5/97

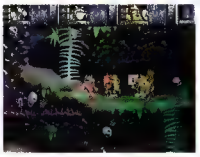
With Capcom's introduction of *X-Men vs. Street Fighter*, it makes sense that Sega would attempt a similar crossover. Think of *Fighters Megamix* as "*Virtua Fighter 2 vs. Fighting Vipers*", with a ton of extra characters thrown in for good measure. Over 30 fighters are featured, including heroes from *Sonic the Fighters*, *Virtua Fighter Kids* and even *Daytona U.S.A.* and *Virtua Cop 2*! The gameplay engine incorporates elements of both *VF2* and *Fighting Vipers*, and there are tons of bonus options, including a training mode. Released in Japan just before the end of '96, this could be '97's fighting game of the year for American Saturn owners.



NORSE BY NORSEWEST: THE LOST VIKINGS RETURN

Interplay • Available Now

This sequel to *The Lost Vikings* contains five different characters and 31 levels of bizarre platform/puzzle action. Gameplay works like this: You control a band of vikings; each with his own unique abilities, and you can switch control of characters at a moment's notice. Need to squeeze through a small opening? No problem! Use Olaf; he can shrink to the size of a grapefruit! Being attacked by an army of skeletons? Relax; just use Baleog's energy saber to cut 'em down. *Norse By Norsewest* revitalizes that great *Lost Vikings* playability, yet has a distinct flavor all its own.



NEED FOR SPEED II

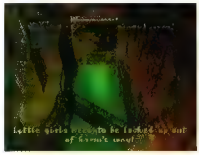
Electronic Arts • 7/97

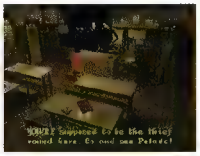
The sequel to *Need For Speed*—this time without the *Road & Track* license—is coming right along. If you thought the first one was a good ride, check out these babies: McLaren F1, Ford GT90, Jaguar XJ220 and Italdesign Cala to name a few. Some are real deal exoticars—others, concept cars—but all extremely cool. Options are more detailed in this one, too; you can actually fine-tune spoiler settings on the Calia for greater drag efficiency. The icing on the cake is, of course, drooling over video footage complete with stats on gorgeous beauties you'll probably never actually even get to touch.

CITY OF LOST CHILDREN

Psygnosis • 4/97

Based on a French film, this game essentially puts you in control of a 12 year-old orphan girl who has been forced into a life of thievery by her captors, kinda like an unwilling Oliver Twist. Um...okay. In any case, *The City of Lost Children* is an adventure/RPG with graphics set up similar to games like *Alone in the Dark* and *Resident Evil*. Characters are made up of polygons and maneuvered through pre-rendered backdrops. Interact with other characters, pick up items and add them to your inventory to unlock the many mysteries which lie ahead. Completely and absolutely bonkers.

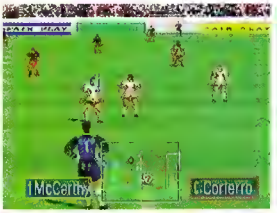


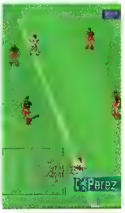


GOAL STORM '97

Konami • 6/97

Fans of the sport they call "football" in Europe have to be going crazy by now; there are tons of soccer games available for the PlayStation and it doesn't look like they'll be slowing down any time soon. This upgrade to Konami's *Goal Storm* features 36 international teams, motion-captured player animation, improved graphics and play control.





THUNDER TRUCK RALLY

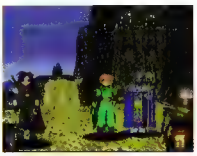
Psygnosis • Available Now

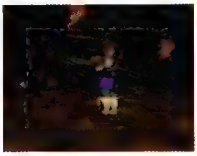
From the developers behind the *Destruction Derby* series comes a brand-new racing endeavor: *Thunder Truck Rally* looks great, with every detail covered—including fantastic lens-flare effects as you head toward the sun. *TTR* has a decent variety of monster-sized vehicles to choose from and loads of 3-D, texture-mapped landscapes to race through. The twists and jumps make for an extremely wild ride. As if that's not enough, there are car crushing competitions as well. A cool multi-play option lets up to eight players compete at once. Crank up the techno and hit the dirt!

SHINING THE HOLY ARK

Sega • 6/97

As we go to press, we have just been informed that the latest game in Sega's *Shining* series has been given the thumbs up by Sega of America and will be hitting the Saturn this summer. *Shining the Holy Ark* is played in first-person perspective with a blend of sprite-based character animation and polygon landscapes. Venture into towns to buy, sell, trade and obtain information to complete this massive role-playing extravaganza. Battles consist of real-time fighting sequences. *Shining the Holy Ark* should help to fill the current gap in the available library of Saturn-compatible role-playing games.

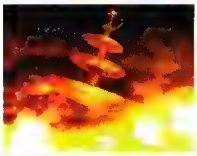




SENTIENT

Psygnosis • 4/97

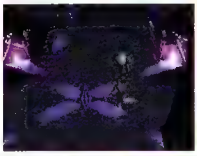
Sentient is an Adventure/RPG containing 60 characters, 200 locations, six separate plots and multiple endings. You're on a space station that is on a collision-course for the sun. The game's menu-driven system provides the means for constructing customized sentences for communicating with characters. You can also examine your surroundings and collect items. The environments are rendered entirely with polygons—no stupid *Myst* paintings here, no siree! The *T&T* staff is not easily impressed with PC-type, menu-driven titles, but *Sentient* actually looks to deliver the goods in a big way.



PITFALL 3-D

Activision • Available Now

The latest chapter in Activision's long-running *Pitfall* series has arrived for the PlayStation. As you can see by the photos below, this edition is the sweetest-looking yet. Obviously inspired a bit by the success of *Tomb Raider*, *Pitfall 3-D* finally gives players control of Pitfall Harry in a real time, three-dimensional environment. Unlike *Tomb Raider*, however, the emphasis will be on action, not puzzle-solving. New features include a cool weapon that morphs itself depending on the power-up. Move through eight levels, grab valuable treasures and locate secret rooms.



PROFESSIONAL UNDERGROUND LEAGUE OF PAIN

Psygnosis • Available Now

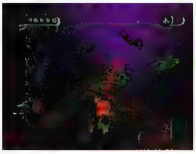
In the future, society's thirst for violence reaches an all-time high with the introduction of *PULP*—the *Professional Underground League of Pain*. Yes, that's right, only the cruelest of the cruel survive. Rules? Forget it; there are none. Scoring is done by charging a plasma ball and taking it to the centrally-located "hoop". Jump, block, pass and shoot, and if that doesn't work, just punch and kick the crap out of your opponents. Choose from 16 teams, customize them and trade players if they're not cutting it. Plenty of brute force sporting action makes *League of Pain* a lot of fun to play.

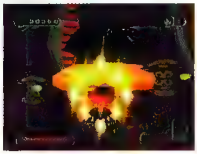
NANOTEK WARRIOR

Virgin • Available Now

TIPS & TRICKS PICK

Who says there aren't any original game concepts left? *Nanotek Warrior* is completely addicting from the second you see the words, "Level One". Traverse above and inside tube-like structures (*Gyruss* on acid?) and blast everything in sight. Fire, jump, turn sideways and grab power-ups—all while moving at incredible speeds. There are bosses, too—most of which you battle in environments best described as '90s versions of *Star Castle*. Shooting action hasn't been this good in a long, long time. Don't ignore this game because of the weird title; it's a definite *T&T* pick.





BOTTOM OF THE 9TH '97

Konami • 6/97

Baseball fans who overlooked Konami's original *Bottom of the 9th* in favor of Sony's *MLB Pennant Race* or EA's *Triple Play 97* may have been happy with their choices, but they missed one of the most flexible and unique pitcher-batter interfaces in the history of baseball video games. This new '97 upgrade offers refinements to that interface with improved player graphics and different camera angles.

WILD 9S

Interplay • 4/97

Play as Wex Major, survivor of an alien attack on Earth. Team up with eight other characters (hence the title) from a far away planet and go after the evil scum-sucking invaders. You get to take control of all nine characters at various stages of the game. *Wild 9s* contains some very lush, imaginative environments and looks to contain all of the elements necessary for a great action/adventure title. Use weapons and power-ups to overcome level after level of alien attackers.

MISSION: IMPOSSIBLE

Ocean • 6/97

Based on the Tom Cruise film version of the classic TV show, *Mission: Impossible* contains six individual mission levels, all rendered in real time. Assuming the role of Ethan Hunt, CIA agent, select from all types of spy gadgetry like the fountain pen tranquilizer. You can even use that cool facemaker device to disguise yourself! There are also multiple camera angles like the mouse cam and hover cam. The programmers used an artificial intelligence computer language called SOOL to give characters in the game adaptable personalities. *Mission Impossible* is definitely one of the more promising N64 titles.

MANX TT SUPER BIKE

Sega • 7/97

This Saturn conversion of the *Manx TT* arcade motorcycle racing game may not have the same high-resolution graphics as its coin-op inspiration, but it's expected to make up for the difference in gameplay, especially with an analog stick or steering wheel controller. The real-life Isle of Man courses from the arcade are included as well as two "reverse" courses. You also have the option of racing against a "ghost" bike from your last race or your best race. As in *Daytona USA*, the game features an original "Arcade" mode as well as a "saturn" mode created exclusively for home play.

RUSH HOUR

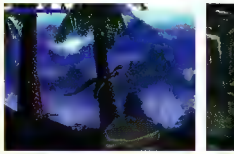
Psygnosis • 5/97

An overhead-perspective racing game, *Rush Hour* may look similar to *Spy Hunter* or *Crime Wave* but it plays more like a *Ridge Racer*-style racing simulation. A wide variety of locations and scenarios are available, including sprawling city scenes, mountain ranges and seaside oceanscapes. Our first look at this disc was a very early alpha revision with few of the final game's options included, so we'll have to give you more specifics at a later date.

THE LOST WORLD: JURASSIC PARK

Sega • 7/97

The sequel to one of the most successful motion pictures ever made is coming exclusively to Sega systems. This 3-D action game lets you control five different characters: Raptor, Compy, T-Rex, Human Hunter and Scientist. Battle your way through 20 levels containing 40 different stages. The development team was able to gather footage early on in the filmmaking and has created impressive animation routines. "Morph-x",a new rendering procedure, allows the skin of the dinosaurs to stretch while running and jumping. *Lost World* is also slated for release on Genesis and Game Gear.

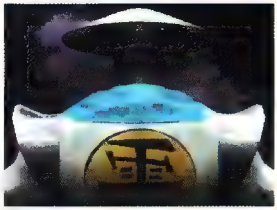


MORTAL KOMBAT 4

arcade

Midway • 9/97

The next chapter in the amazing *Mortal Kombat* saga is in the works, and it holds quite a few surprises for loyal fans of the series. For starters, the two-dimensional, side-by-side fighting format of all previous *MK* games is being replaced by an all-new 3-D design that features interactive backgrounds ("characters will be able to knock things over"), unique blood effects ("different from *Resident Evil* and different from *War Gods*") and character costumes that are affected by gameplay. The photos you see here have been taken from a "teaser" video clip released by Midway; they're the first images of *Mortal Kombat 4* to be seen by the public. It's not known if the graphic quality of these photos is comparable to the way the characters will appear in final gameplay; however, Midway's proprietary 3-D hardware technology—code-named "Zeus"—has been described by *Mortal Kombat* co-creator Ed Boon as "incredible." It's also expected to be much more affordable than Sega's Model 3 hardware, which has inflated the price of games like *Virtua Fighter 3* and *Super GT* to the point where many arcade operators can't afford to stock them. Characters who appear in this sneak preview include Raiden, Liu Kang, Sonya, Sub-Zero and Scorpion; Johnny Cage is also reported to be returning. Of the never-before seen fighters in *Mortal Kombat 4*, at least one is a new character who was created for a game called *Mortal Kombat Mythologies*, which is being developed concurrently (see below for more information.) Look for more information on this highly-anticipated arcade game in future issues of *Tips & Tricks*.



Other New Game News...

• In addition to his work on *Mortal Kombat 4*, *MK* co-creator John Tobias is also spearheading the design team of *Mortal Kombat Mythologies*, an adventure/fighting game for the PlayStation and Nintendo 64 starring Sub-Zero. Described as something of a cross between *Mortal Kombat* and the *Resident Evil/Alone in the Dark* school of action/adventure games, *Mythologies* is the first home video game to be designed and programmed internally at Midway's offices in Chicago. (All home versions of Midway arcade hits like *Mortal Kombat*, *NBA JAM* and *Revolution X* were converted from the coin-op originals by third-party software developers.) The storyline of *Mythologies* takes place before the action of the original *Mortal Kombat* game; fans of the series will find out everything they always wanted to know about the long-standing blood feud between Sub-Zero and Scorpion. Expect lots of full-motion video intermissions—especially in the PlayStation version—and look for appearances by Raiden and Liu Kang. *Mortal Kombat Mythologies* is due in stores by November.

• Sega's underrated *Last Bronx* arcade game is on its way to the Saturn; the sneak-preview photo below does not include backgrounds or energy bars, but it does give you an idea of the level of character detail. A release date has not been announced.

• Upcoming Saturn releases from Sega include *Sky Target*, a conversion of the arcade jet-fighter game, due in July.

• Development of new 16-bit software has slowed to a crawl; we only know of a handful of future releases for each system as follows:
Super NES—*Harvest Moon*, *Brunswick's World Tournament of Champions*, *Midway Presents Arcade's Greatest Hits: The Atari Collection* and *Timon & Puumba*.
Genesis—*World Series Baseball '98*, *Midway Presents Arcade's Greatest Hits: The Atari Collection* and *The Lost World: Jurassic Park*.
Even worse is the Game Gear situation; the only confirmed future Game Gear release is *The Lost World: Jurassic Park*, due in July. Who could have guessed that the Game Boy would outlast all three of these systems?

• Midway's *War Gods* is on its way to the Nintendo 64; we recently got a look at a preview copy and were surprised to learn that the developer, Eurocom, had added several new gameplay elements that were not in the original arcade version, including combo breakers and "get-up" attacks (for when you get knocked down.) Look for a comprehensive *Tips & Tricks* strategy guide in the very near future.

• The latest arcade game from Sega's AM1 division is *The House of the Dead*; early reports say it looks like "*Virtua Cop* meets *The X-Files*." Imagine *Virtua Cop* with ghouls and zombies instead of crooks. Look for it in American arcades this May.

• Midway's next retro-gaming extravaganza for the PlayStation is *Midway Presents Arcade's Greatest Hits: The Atari Collection Volume 2*. It's expected to include arcade-perfect emulations of *Gauntlet*, *Crystal Castles*, *Marble Madness*, *Paperboy*, *Millipede* and *Roadblasters*. Yesssss!

• Just as we went to press, Konami confirmed that its first Japanese Nintendo 64 title, *J. League Perfect Striker Soccer*, will be released in America. The official release date and American title are still pending.

CRUIS'N USA

Secret Stages

At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows:

Golden Gate Park (lower-left corner)—Hold **L** + **C◀** + **C▼**

San Francisco (lower-right corner)—Hold **L** + **C▶** + **C▼**

Indiana (upper-right corner)—Hold **L** + **C▲** + **C▶**

Secret Vehicles

At the "Choose Car" screen, press and hold the **C▲**, **C◀** and **C▼** buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press **A**, **Z** or **START** to confirm your choice

Lights + Siren

Race in any stage until you reach the Top Ten high score table. Enter your initials, then press **Down** to move to the bottom of the list of high scorers and hold **Left** to make the conveyor belt move. Keep holding **Left** for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button.)

KILLER INSTINCT GOLD

Boss Code

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline.) When this appears, press **Z**, **A**, **R**, **Z**, **A**, **B**. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training".

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies When this appears, press **Z**, **B**, **A**, **Z**, **A**, **L**. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press **Up** or **Down** repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings.

More Bonus Options

As above, wait for the demo to show one of the character biographies. When it appears, press **Z**, **B**, **A**, **L**, **A**, **Z**. You'll hear a voice say, "Perfect!" to confirm the code Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available.

See the Credits

As above, wait for the demo to show one of the character biographies When this appears, press **Z**, **L**, **A**, **Z**, **A**, **R**. You'll jump immediately to the game's ending credits sequence.

Stage Select/Music Select

When playing in two-player mode, you can choose the stage you want to fight in by holding **Up** or **Down** when you press a button to select your character as follows.

Castle Stage—Hold **Up** and press **B**

Jungle Stage—Hold **Up** and press **C◀**

Spaceship Stage—Hold **Up** and press **C▲**

Stonehenge Stage—Hold **Up** and press **A**

Museum Stage—Hold **Up** and press **C▼**

Helipad Stage—Hold **Up**, press **C▶**

Bridge Stage—Hold **Down** and press **B**

Dungeon Stage—Hold **Down** and press **C◀**

Street Stage—Hold **Down** and press **C▲**

Dojo Stage—Hold **Down** and press **A**

Spinal Ship Stage—Hold **Down** and press **C▼**

The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows:

Sabrewulf Tune—Hold **Up** and press **B**

Maya Tune—Hold **Up** and press **C◀**

Glacius Tune—Hold **Up** and press **C▲**

Tusk Tune—Hold **Up** and press **A**

Fulgore Tune—Hold **Up** and press **C▼**

Orchid Tune—Hold **Up** and press **C▶**

Jago Tune—Hold **Down** and press **B**

Gargos Tune—Hold **Down** and press **C◀**

T.J Combo Tune—Hold **Down** and press **C▲**

Kim Tune—Hold **Down** and press **A**

Spinal Tune—Hold **Down** and press **C▼**

Secret Stage

In two-player mode, have both characters choose their fighers by holding **Down** and pressing **C▼**; you'll fight in the secret Sky stage with Rare and *Killer Instinct* logos on the ground

MARIO KART 64

Reverse Tracks

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse

Secret Super Mario

Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" the next time you return to the Mario Raceway course in Time Trial mode. It's a ghostly version of Mario with much-improved acceleration and top speed; you must complete the course with a total time of less than 1'27"00 if you want to beat him. Press **R** at the title screen to show off your best time on the Mario Raceway course.

Ghost Luigi

Race on the Luigi Circuit course in Time Trial mode until you get a total time of 1'52"00 or better. As above, you will be challenged by the "course ghost" the next time you return to that course in Time Trial mode; this time it's a ghostly version of Luigi. You must complete the course with a total time of less than 1'48"45 if you want to beat him.

MORTAL KOMBAT TRILOGY

Play as Khameleon

When the "story" screens appear during the game's demo mode, quickly press **C▶**, **C▲**, **A**, **B**, **C▼**, **C▲**, **C▶**. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen.

Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn

Choose any character, hold High Punch + Low Punch and point the D-pad or joystick **Down** before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.

Hidden Game #1

After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*.

Hidden Game #2

After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*.

Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the **Z** button; if you do this, the winner of that match will get to play a hidden game that's similar to *Space Invaders*. This game also appears if you play 150 consecutive games in two-player mode.

Stage Select

At the character-select screen, highlight Sonya, hold **Up** and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

Super Hard Mode

At the character-select screen, highlight Kano, hold **Down** and press **START**, then choose your character normally When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping *eight* endurance matches

Free Play

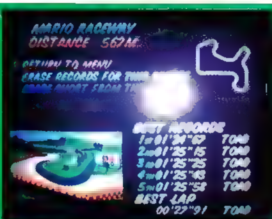
When the "story" screens appear during the game's demo mode, quickly press **Down**, **Down**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left** on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.

Secret "More Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's **C▼**, **B**, **A** in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.

Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's **C▲**, **C▶**, **C▼**, **A**, **B**, **B**, **B**, **A**, **A** in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection,



STOP THE PRESSES! Wow, we are really impressed with [illegible]

but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above

NBA HANGTIME

Vs. Screen Codes

Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice is announcing the names of the two teams:

All Computer Assistance Turned Off—Hold **Right**, press Pass, Pass

Big Head—Hold **Up**, press Turbo + Pass simultaneously

Rooftop Court—Hold **Left**, press Turbo, Turbo

ABA Ball—Hold **Right**, press Shoot, Turbo, Pass

Display Shot Percentage—Rotate the D-pad or joystick clockwise

Each of the following codes must be entered at the "Tonight's Matchup" screen by pressing the Turbo, Shoot and Pass buttons to change the numbers in the box at the bottom of the screen.

Baby Sized Players—025

No Music—048

Tournament Mode—111

Fast Passing—120

Stealth Turbo—273

Max. Speed—284

No Pushing—390

Unlimited Turbo—461

Hyper Speed—552

Max. Blocking—616

Quick Hands—709

Max Power—802

Goaltending Allowed—937

Secret Characters

To play as a secret character, choose "Enter Name" and input the name and pin number of one of the following special guests

Hardaway—AHRDWY 0000

Amrich—AMRICH 2020

Bardo—BARDO 6000

Pesina—CARLOS 1010

C. Robinson—CLIFFR 0000

Thompson—DANIEL 0604

Roan—DANR 0000

D. Robinson—DAVIDR 0000

DiVita—DIVITA 0201

Olajuwon—DREAM 0000

Ferrier—EDDIE 6213

Elliot—ELLIOT 0000

Geer—EUGENE 6767

Ewing—EWING 0000

Hill—GHILL 0000

G. Robinson—GLENNR 0000

Grant—HGRANT 0000

Rivett—JAMIE 1000 or MUNDAY 5432

Japple—JAPPLE 6660

Skiles—JASON 0729

Carlton—JC 0000

Hedrick—JFER 0503

Hey—JONHEY 6000

Johnson—JOHNSN 0000

Kemp—KEMP 0000

Kidd—KIDD 0000

Boon—KOMBAT 0004

Malone—MALONE 0000

Martinez—MARTY 1010

Mednick—MEDNIK 6000

Miller—MILLER 0000

Minifee—MINIFE 6000

Morris—MORRIS 6000

Tobias—MORTAL 0004

Mutombo—MOTUMB 0000

Muresan—MURSAN 0000

Vinikour—MXV 1014

Ehrlich—NICK 7000

Fitzgerald—PATF 2000

Perry—PERRY 3500

Pippen—PIPPEN 0000

Quinn—QUIN 0330

Rice—RICE 0000

Rodman—RODMAN 0000

Root—ROOT 6000

Liptak—SHAWN 0123

Smits—SMITS 0000

Oursler—SNO 0103

Stackhouse—STACKH 0000

Starks—STARKS 0000

Turmell—TURMEL 0322

Webb—WEBB 0000

Webber—WEBBER 0000

Funk—NFUNK 0101

Mourning—MOURNG 0000

STAR WARS SHADOWS OF THE EMPIRE

See the Ending

Enter your name as "_Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized.

WAVE RACE 64

Ride the Dolphin

Enter Stunt Mode and choose the Dolphin Park course. To activate the trick, you must perform all of the possible stunts—that means you must do a handstand, ride backwards, stand up, do a somersault, do a vertical flip off a ramp, do barrel rolls off a ramp in both directions (clockwise and counter-clockwise) and do the submarine dive off a ramp. You must also go through all of the rings and finish the course before the timer expires. The easiest way to accomplish this difficult task is to do all of the non-ramp stunts at the beginning of the course, before you reach the ramps; you can even do one stunt—like the stand and somersault—before you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ramps in the course, so you must do a different ramp stunt on each of them. If you can do all of the above correctly, you should hear the dolphin chattering happily when you cross the finish line. With this trick accomplished, return to the main menu, choose Championship mode and select the "Warm Up" option. When the Watercraft Select menu appears, highlight the character you want, hold the joystick **Down** and press a button to confirm your choice. (If you want the alternate-color character, hold **Up** on the D-pad while holding **Down** on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dolphin trick accomplished, you'll also find that the game's demo mode alternates between the normal demo and a new demo of people riding dolphins.

WAYNE GRETZKY'S 3D HOCKEY

Multiplayer Practice

To play in Practice mode with more than one player, each player aside from Player 1 should hold the **A** button at the title screen, then have Player 1 highlight "Practice" and press **A**. If you do this, all of the other players who were holding **A** will get to play in practice mode with you.

Instant Start

To start a game quickly, hold any button except **A** at the main menu and press **START**; you'll immediately jump to the face-off with you playing as Gretzky on the Rangers

Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the **C▶** button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent.

Player Size Tricks

At the Options menu, hold the **C▲**, **C◀** or **C▼** button and press **R**; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:

Big Heads—Hold the **C▼** button and press **R** until the first two digits of the "Specials" option are "10".

Huge Heads—Hold the **C▼** button and press **R** until the first two digits of the "Specials" option are "01".

Tiny Heads—Hold the **C▼** button and press **R** until the first two digits of the "Specials" option are "11".

Tiny Players—Hold the **C◀** button and press **R** until the third digit of the "Specials" option is "1".

Giant Players—Hold the **C◀** button and press **R** until the fourth digit of the "Specials" option is "1".

Short, Fat Players—Hold the **C▲** button and press **R** until the fifth digit of the "Specials" option is "1".

Tall, Thin Players—Hold the **C▲** button and press **R** until the sixth digit of the "Specials" option is "1".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way

Forfeit Game

During a game, press **START** to pause, then access the Options screen. Hold the **L** button and press **C◀** nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you.

Trade Players

At the Options screen, hold the **L** button and press **C▼**, **C▼**, **C▲**, **C▲**, **C▼**, **C▼**, **C▶**, **C▶**, **C▼**; the eighth digit of the "Specials" option will be changed to "1". Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the **C▲** button ten times. A secret "Modify Teams" menu will appear. Use the D-pad or joystick to choose two teams to modify, then press **A**. The roster of the first team appears on the left; press **B** to change the team on the right. Use **Up** or **Down** to highlight the name of the player you want to replace, use **Left** or **Right** to highlight the name of the player you want to replace him with. Press **A** to make the substitution. Press **START** to advance to the other team to modify; when you're finished (or if you just wanted to mess with one team) press **START** to return to the "Team Stats" screen.

Frequent Fight Mode

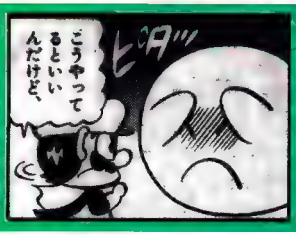
At the Options screen, hold the **L** button and press **C▲**, **C▲**, **C▼**, **C◀**, **C▶**, **C▶**, **C◀**, **C▶**, **C◀**. The "Specials" option will appear with the ninth digit changed to "1". Now start a game in Arcade mode with fighting turned on; you'll have fights breaking out approximately every 20 seconds.

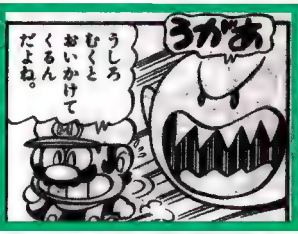
Access Super Teams

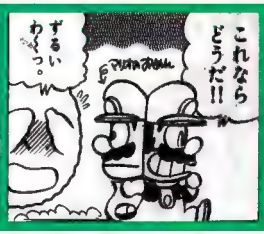
At the Options screen, hold **L** and press **C▶**, **C◀**, **C◀**, **C▶**, **C◀**, **C◀**, **C▶**, **C◀**, **C◀**. The "Specials" option will appear with the tenth digit changed to "1". Now you have access to four super teams at the "Select Your Team" menu: USA, Canada, Williams Entertainment and the "99ers".

See Company Logos

Press **Z** at the Options menu to view the different company logos that appear on the sides of the rink during the game. This only works if you choose Options from the main menu, not while a game is in progress. You can also do this at some of the other menu screens, like the "Records" menu.







3D LEMMINGS

Stage Select

Choose "Codes" from the main menu and enter the password "LAMPWICK". Highlight "End" and press ×; the message "Password Correct" will appear. Now choose a difficulty level and select "Play"; a stage-select menu will appear that allows you to start at any point in the game

Watch Movies

To see any of the game's full-motion video scenes, choose "Codes" from the main menu and enter one of the following passwords:

SPACEAAA—Space movie
EGYPTAAA—Egypt.an movie
ARMYAAAA—Army movie
MAZEAAAA—Ending sequence

When you highlight "End" and press ×, the scene you selected will appear.

ADIDAS POWER SOCCER

Dream Team

At the player-select screen—the one that shows the formations at the top, just before the match starts—press **L2** + **R2** + □ + × simultaneously, do this several times until the name of your team changes to "Dream Team!" Now you have a fast, super-powered team.

ADVANCED DUNGEONS & DRAGONS IRON & BLOOD WARRIORS OF RAVENLOFT

Boss Codes

Enter any of the following codes at the character-select menu. If you've entered a code correctly, your cursor will appear on one of the four corners of the screen and the boss character's portrait will appear in the center. Note: The codes don't have to be entered extremely quickly, but if you're too slow they won't register, so try again.

The Minion of Chaos—Hold **L1** + **L2** + **R1** + **R2** + **Up** and press ×

The Lord of Chaos—Press **Up**, **Down**, then roll the D-pad from **Up** to the **Down/Left** position and press △ + × simultaneously. (The movement should look like this: ↑ ↖ ↑ ↖ ← ↙ △ + ×)

The Avatar of Order—Hold **Left** and press , then press **Right** + □ simultaneously

Count Strahd von Zarovich—Press **Up**, then roll the D-pad from **Right** to **Down**, then press **Left**, **R1**, **R2**, **L2**, **L1**

THE ADVENTURES OF LOMAX

Stage Select

During the game, hold **Down** on the D-pad and press **START** to pause. While paused, hold **Up** and press △, ○, ×, □. Two small numbers will appear on the left side of the screen. Press **START** to unpause, then hold **L1** and press **SELECT** repeatedly change the left number to the number of the stage you wish to go to. Once you've decided, hold **L1** and press **START** to warp there. To remove the numbers from the screen, just re-enter the same code.

Stage Warp

With the numbers on the screen as described above, hold **L1** and press □ to make Lomax fly. Use the D-pad to move him anywhere in the current stage, even through obstacles. When you're ready to land, hold **L1** and press □ again.

AGILE WARRIOR F-111X

Invincibility

Pause the game and press **Left**, □, □, □, , **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △,

Maximum Fuel and Armor

Pause the game and press **Left**, , , , , **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, ○.

All Weapons=999

Pause the game and press **Left**, , , , , **Up**, △, △, △, **Right**, ○, **Down**, ×, **R1**, **R1**, **R1**, **R1**, **L1**, **L1**, **L1**, **L1**, **R2**, **R2**, **R2**, **R2**, **L2**, **L2**, **L2**, **L2**.

Toggle Minimum Speed

Pause the game and press **Left**, □, □, □, , **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, ×.

Now your minimum speed is zero; hold **L1** to hover.

Hidden Camera Angles

Pause the game and press **Left**, , □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **Up**, **Down**, **Left**, **Right**. Enter this code repeatedly for new views.

Mission Complete

Pause the game and press **Left**, , □, □, , **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, **Down**, **Down**, **Down**.

"Dancer" Cheat

If you complete all ten missions in *Agile Warrior*, you'll get treated to a little full-motion video "R & R" courtesy of your commanding officer. However, if you want to skip directly to this scene, simply pause the game and press **Left**, □, , □, , **Up**, △, △, △, **Right**, ○, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×. Now abort the game or finish the current mission; the next time you go into a mission briefing, you'll see the hidden footage.

Play Your Own CD

During the game, press the **OPEN** button on the PlayStation, remove the disc and replace it with your favorite music CD. Before you close the lid, use the **L** and **R** buttons to choose a track and set the music volume according to the on-screen instructions, then go ahead and play the game with your own musical accompaniment. Once you've used this feature, an extra photo of the game's creators will appear under "Credits" at the option menu

AIR COMBAT

Secret Loading Screen

Hold the **R1** and ○ buttons at any point in the game when the standard "bird logo" loading screen is about to appear. If the "bird" screen appears, you're too late—but if you held the buttons down at the right time, you should see a new, black loading screen with little compact discs bouncing around

Hidden Game

When the secret CD loading menu appears as described above, quickly press **Up**, **Left**, **Down**, **Right**. A tiny picture of a Fygar—the dragon character from Namco's classic *Dig Dug* arcade game—will appear in the lower left corner of the screen to indicate that the code worked. With this cheat in place, start the game, or return to the title screen and continue to reach the "loading" screen again. This time, don't hold any buttons—the "loading" menu will be replaced by a strange hidden game in which you must steer the *Air Combat* bird symbol around the screen and destroy as many of the passing ships and missiles as you can before a tiny bird can walk from the left side of the screen to the right. Use the **L2** and **R2** (or **Left** and ○) buttons to spin the symbol clockwise and counter clockwise; if you don't press any buttons, you'll crash into the walls and die. Tap the **R1** button to toggle between three different control configurations. Get a score of 4,60 or higher and you'll get something ...but we're not sure what.

999,999,000 Credits

At the special CD loading menu, quickly press **Down**, ○, △, △, △, △, ○, △, ○, △, then press ○+△ simultaneously twice and hold both buttons down after the second press. You'll see a Pooka character from *Dig Dug* appear in the corner of the screen. Now start the game and visit the fighter select screen. You'll see that you have instantly earned an incredible 999,999,000 credits which you can use to buy any ship or wingman available

Different-Colored Ships (1P Mode)

At the CD loading menu, press **Up**, **Down**, **Left**, **Right**, **Up**, **Down**, **Left**, **Right**, **R1**—continue to hold the **R1** button until you see a spaceship appear in the corner of the screen. Now start the game, and notice that when choosing your plane, all of the standard ships have been painted different colors.

Different-Colored Ships (2P Mode)

At the CD loading menu, quickly press **Left**, **Right**, **Left**, **Right**, **Down**, **Up**, **Down**, **Up**, ○, ○, △, △, △—continue to hold the △ button until you see an insect appear in the corner of the screen. Now start the game in two-player mode, and notice that each of the fighters has an alternate-color version available, effectively doubling the number of vehicles to choose from.

Extra Wingmen

At the CD loading menu, hold the **R1** button and press **START** 10 times (continue to hold **START** after the tenth press.) This code is tougher to do than the others, but when you get it to work, you'll find more variety in your available wingmen.

ALIEN TRILOGY

Level Skip

Go to the password screen and enter the password "G0LVL" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "G0LVL34".) Highlight "Accept" and press the × button; you'll see the words "Cheats Activated" on the screen. Now quit to the title screen and select "Start Game" to start at the level you chose. If you enter the password "G0LVL35", you'll see the video sequence from the end of the game

Cheat Mode

Enter the password "1G0TP1NK8C1DB00T50N", highlight "Accept" and press the × button; you'll see the words "Cheats Activated" on the screen. Now quit to the main menu, where you'll find a new option called "Cheats", this allows you to become invincible or start on any stage

AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence

ASSAULT RIGS

Access All Weapons

During the game, quickly press **Left**, **Right**, **Left**, **Left**, **Right**, **Left**, **Right**, **Right**, **Up**, **Down**, **Up**, **Up**, **Down**, **Up**, **Down**, **Down**. A message will appear on the screen that says, "Max weapons added... oh yes!" You now have a full supply of every single weapon in the game. Note: This code will not work while the game is paused; you must enter it during the action on any stage. Repeat the code whenever necessary to refill your ammo.

Invincibility

Also during the game, quickly press **Left**, ×, **Left**, ×, **Left**, **Left**, ×, **Right**, ×, **Right**, ×, ×. A message will appear on the screen that says, "Invincible! Yes indeedy!" Now your tank cannot be harmed. Note: This code will not work while the game is paused

Level Codes

1 Welcome—○ ○ ○ ○ ○ ○
2 Next Gen—□ × ¯ ×△
3. This Way—△ □ □ ○ ○ △
4. Joyjoy—△ □ △ △ ○ △
5 Noddy—¯ △ △ △ × △
6. Waste ands—△ △ ○ ○ ×
7. Vertigo—× □ □ □ □ △
8. Gem Tower—△ □ × □ △ △
9. Bridge—□ △ □ × △ ×
10. Obliterate—△ △ □ ¯ ×
11 Arena—△ △ × △ △
12. PBM—○ □ △ △ △ ○
13. Ramps—△ □ ○ × △
14 Oasis—△ △ × ¯ ×
15. Halls—○ × △ △ △ △
16. Coaster—○ □ □ ○ ○ ○
17. Mine—△ △ △ ○ △
18. Look-Up—□ ○ □ × □ △
19. Deadline—× × □ × △ ○
20. Fort—× □ × △ △
21. Stairway—△ □ △ □ △ △
22. Park A Lot— □ △ ○ ¯ △
23. ZamCam—○ × × × × △
24. Snootme—△ □ □ △ △ △
25 Wild—△ ○ △ △ ○
26 Oil Rig—□ ○ ○ × □ ×
27. Rightway—× ○ □ △ △
28 Waste2—□ ○
29 Dodge—△ □ ○ × ○ ○
30 Air—□ ○ × ○ ×
31 Jump—○ □ × △ ○ △
32 Room 101—△ □ × ○ □ ×
33. Firepower—× × △ × ×
34. Wave—× ○ ¯ ○ ○
35. Push Off—○ △ × △ × △
36 Perimeter—× △ △ × ×
37. Spiral—× △ △ × △
38. The Castle—□ △ △ □ △ ×
39 Fortress—□ × △ × × △
40. Lifts Ahoy—△ × △ ○ □ ×
41 Push Me—○ × △ ○ △

BASES LOADED '96: DOUBLE HEADER

Automatic Home Runs

During the game, press **START** to pause, then grab Controller 2 and press △, □, ×, ○, ○, ○. You'll hear a piano sound. Next, press **L1** (also on Controller 2), you'll hear the words, "Home run!" Now you will hit a home run every time your batter makes contact with the ball—even if it's a bunt. To disable this cheat, simply enter the code again; when you press L1, you'll hear the word, "Safe!"

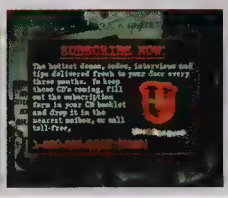
Skip Innings

As above, press the **START** button to pause, then press △, □, ×, ○, ○, ○ on Controller 2.

Sony Underground

Sony recently released the first edition of *PlayStation Underground*. It's a quarterly magazine targeted at PlayStation owners, kind of like Sony's version of *Nintendo Power*. The big difference, however, is that it comes on two CDs instead of on paper. You pop a disc into your PlayStation and use the menu-driven interface to find out all about new games, codes and other PlayStation news. You'll even get video interviews with people in the industry and playable demos of new games!

The annual subscription rate is 29.95—which is a steal, judging from the first disc. Those of



You'll hear a piano sound. Next, press the × button (also on Controller 2); the words, "Let's Go Inning" will appear on the screen. Press × on Controller 2 to change the inning number, then press **START** to return to the game in the inning you chose. If the game is tied when you enter this code, you'll be able to select all the way up to the 18th inning.

Computer Control

To give the computer control over your team, pause the game and press △, □, ×, ○, ○, ○ on Controller 2. After you hear the piano sound, press the **L2** button on Controller 2; you'll hear a beep to confirm the code. If you want to regain control of your team, simply pause the game and enter the code again.

BATMAN FOREVER: THE ARCADE GAME

Batman's Special Moves & Combos

Lunge Grab—→ → + Punch

Hop Kick—→ → + Kick

Uppercut—↓ ↘ → + Punch

Sliding Kick—↓ ↘ → + Kick

Roundhouse Kick—← → + Kick

Block—Hold Punch + Kick (Move D-pad to evade)

Taser Combo—With taser, Hop Kick, Hop Kick, Hop Kick (repeat)

Long Combo—Roundhouse Kick, Punch, Punch, Sliding Kick, Kick, Uppercut, Punch, (repeat Sliding Kick, Kick, Uppercut, Punch until frenzy)

Robin's Special Moves & Combos

Palm Strike—→ → + Punch

Flick Flack—→ → + Kick

Flash Kick—↓ ↘ → + Kick

Reverse Flash Kick—← → + Kick

Jump Kick—Jump, Kick (no kidding)

Twist Kick—Jump, ↓ + Kick

Block—Hold Punch + Kick (move D-pad to evade)

Taser Combo—With taser, Flick Flack, Flick-Flack, Flick Flack (repeat)

Long Combo—Flash Kick, Punch, Punch, Kick, Kick, Punch, Punch, Flash Kick (repeat Flash Kick until frenzy)

Tips & Secrets

- If an enemy throws a barrel, tire or other object at you, you can catch it by pressing the Punch button as the object nears you.
- If you select the VR bonus before entering Stage 4, you can destroy the helicopter easily by using the VR to freeze all of the enemies just as the helicopter appears. Now you can ignore the enemies and concentrate on firing super batarangs at the helicopter.
- When the Monarch Bat makes its sweeping attack, press Punch + Kick to block; you won't take any damage. However, blocking will not protect you from the bat's fire attack.
- At the start of the game, if you jump on the hood of the Batmobile and stay there, you can prevent it from driving away so quickly.

BATTLE ARENA TOSHINDEN

Boss Codes

To play as Gaia:

Turn the game on and wait for the title screen to appear. While the words "1P GAME," "VS HUMAN," "VS COMPUTER" and "OPTIONS" are flying in from both sides of the screen, quickly press ↓↓←+△ before all of the text appears. You'll hear "Fight!" and the small text on the title screen will change from blue to pink. (If you don't get it to register the first time, you must wait for the demo to begin or start a game and cancel to return to the title screen; the code won't work if you're returning to the title screen from the Options menu.) At the fighter-select screen, highlight Eiji, hold **Up** on the D-pad and press any action button.

To play as Sho:

First enter the Gaia code. Next, wait for the title screen to appear again as described above. This time, while the words are flying into the screen, press →←→←+ on Controller 2; you'll hear "Fight!" again and the text will change from pink to a greenish color. With that code in place, start a game. At the fighter-select screen, highlight Kayin, hold **Down** on the D-pad and press any action button.

To choose the alternate-color version of Gaia or Sho, press **SELECT** before you hold the appropriate direction on the D-pad as described while choosing each character.

Easy Desperation Moves

Visit the option menu and configure your controller so that the **L** and **R** buttons are set up to trigger "Special 1", "Special 2", Special 3" and "Special 4"—setting A4 is a good example. Now you can trigger any character's desperation attack simply by pressing all four **L** and **R** buttons at exactly the same time whenever your energy bar is flashing red. Note that you can only choose the "special" control settings when the game's difficulty is set at "Easy" or "Very Easy"... unless you use the "Easy Special Attacks etc." code listed below.

Easy Super Moves

In addition to the desperation moves, each fighter in *Toshinden* also has up to three "Super" moves which are very difficult to execute, but can be used at any time during a match. Here's a list of the "Super" attacks, all shown as if your character is facing the right:

Eiji: ↑↑↑↓→←→+△+○

Kayin: →↘↓↙←→+○+×

Sofia (1): →↘↓↘→←↓+△+×

Sofia (2): ↘↓↙↓↘←→↓+△+○

Rungo: ↗↑↖←↙→←↓+△+○

Fo (1): →↗↑↖←↓ +○

Fo (2): →↘↓↘→←↓+△+×

Fo (3): ×, △,○←→←→+△+○

Mondo: →↗↑↖←→↓+△+○

Duke: ↘↓↙↓↘↓←+ +○

Ellis (1): →↗↑↖←+ +○

Ellis (2): ↘↓↙↓↘←→↓+△+○

Gaia: ↘↓↙↓↘←→↓+△+○

Sho: ↓→↗↑↖←↓+△+×

The "Super" moves can be more trouble than they're worth, since they're so difficult to pull off. To make things easier, try this: First, enter both "boss" codes to access Gaia and Sho as described above. With those codes in place, wait for the demo to begin again, then return to the title screen once more and press ←+× on Controller 1 while the words are zooming in. You'll hear the word "Fantastic!" and the text will change to white. With this code in place, set the Control Type for all four "Specials" as described in the "Easy Desperation Moves" code above. Now, at any time during the game, you can trigger one of your character's "Super" attacks simply by holding the **SELECT** button and pressing all four **L** and **R** buttons at exactly the same time.

Easy Special Attacks at Any Difficulty Setting

Once you've entered all three title-screen codes as explained above, wait for the demo to start and return to the title screen as before. While the words are zooming into the screen, press →←→←+ on Controller 2; you'll hear "Fantastic!" again and the text will change to yellow. With this code in place, you will be able to choose the "Special" Control Types—A3, A4, etc.—at any difficulty setting, not just "Very Easy" and "Easy".

Camera Controls

Go to the Options menu and choose any control type that has all four of the top buttons set to "NOT USE." Move down to the Camera Action setting, you'll find a new camera angle option called "Your Self." Choose it, and you'll gain access to eight new Control Type settings labeled A5 through H5, with "Camera X" and "Camera Y" functions assigned to the **L** and **R** buttons on top of the controller. Choose one of the new Control Type settings and start the game. The top buttons function as follows:

L1: Rotate counter-clockwise

L2: Tilt backward

R1: Rotate clockwise

R2: Tilt forward

To access additional camera controls, press the **START** button on Controller 1 to pause the game. While the "Pause" menu is on the screen, hold all four action buttons (×+□+△+○) and press **SELECT** once to make the pause menu disappear; press it again to remove the energy bars. (Note: You can use this trick at any time, even if you're not messing with the camera angles. To restore the "Pause" menu and energy bars, just pause the game, hold the four action buttons and press **SELECT** one more time.)

While the game is still paused with the Pause menu and energy bars removed, the controller has six new secret functions:

L1: Pan left

R1: Pan right

D-pad **Up**: Pan up

D-pad **Down**: Pan down

L2: Zoom in

R2: Zoom out

Pressing the **SELECT** button repeatedly on Controller 2 allows you to step through the character animation one "frame" at a time; holding it down will allow you to play the game in super slow-motion. Press **SELECT** on Controller 1 to toggle between the rotate/tilt camera controls and the pan/zoom controls.

BATTLE ARENA TOSHINDEN 2

Boss Code 1

Turn the game on and wait for the title screen to appear. While the words "1P GAME," "FULL BATTLE" etc. are flying in from the left side of the screen, quickly press **R1**, **L2**, ×, **L1**, **R2**, ○ before all of the text appears. You'll hear a signal to confirm the code if you're fast enough. At the fighter-select screen, highlight the "?" box; Vermilion and Sho are now included in the random characters that appear. To choose them more easily, hold the **SELECT** button; this slows down the random-select feature.

Camera Controls

At the Options menu, set all four of the top buttons to "NOT USED." Move down to the Camera Action setting; you'll find a new camera angle option called "Camera." With this setting, you can change camera angles almost exactly as described under the codes for the original *Battle Arena Toshinden* game; the only difference is that you can't pan left or right.

BLACK DAWN

Secret Deathmatch Mode

At the main title screen, hold **SELECT** + **R2** on both controllers; the title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Atari's classic top-down two-player *Combat* game, complete with "wraparound" screen.

Maximum Fuel & Ammo

Press **START** to pause the game, then press **SELECT, L2, SELECT, R2,** △, △, △, ○

Acquire Wingman

Press **START** to pause the game, then press **SELECT, L2, SELECT, R2,** □, □, □, ○

Maximum Weapons

Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, L1, L2, R1, R2.**

Upgrade Gun

Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, SELECT, SELECT, SELECT.**

Upgrade Current Weapon

Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, L1, L1, R1, R1.**

Complete Current Mission

Press **START** to pause the game, then press **SELECT, L2, SELECT, R2,** △, △, △, **Down, Down, Down.**

BLAST CHAMBER

Infinite Lives

At the main menu, press ↑, **Left,** ↑, **Right,** ○, **Down,** ○, **Up;** you'll hear a metallic sound to confirm. Now start a game in "Solo Survivor" mode, when you die, your life count will not be decreased.

BLAZING DRAGONS

Password

Final Level—V 7 U 5 M K 4 N 6 L U L O H W 5 C B

BLOOD OMEN: LEGACY OF KAIN

Refill Energy

At any time during the game—not while paused—press **Up, Right,** □, ○, **Up, Down, Right, Left.** Kain's blood vial will be refilled.

View All FMV Scenes

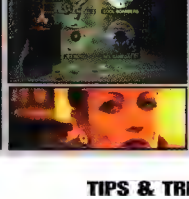
At any time during the game—not while paused—press **Left, Right,** □, ○, **Up, Down, Right, Left.** Now access the "Dark Diary" from the Options menu and you'll be able to watch all of the video scenes from the game.

BOGEY: DEAD 6

Secret Camera Angle

Choose your fighter at the plane select screen, then, when the "Now Loading..." message appears, press and hold **L1** + **L2** + **R1**

you who sent in a registration card when you bought your PlayStation will receive the first CD absolutely free. You'd better be ready for this one!



***PlayStation Underground* could lead the way to a new world of video-game magazine publishing. Can you imagine *Tips & Tricks* on a CD?**

+ R2. When the game starts, press SELECT to cycle through the different camera angles, you'll find a new "chase plane" view that lets you play without all of those annoying cockpit instruments in your face.

Access All Fighters

At the Fighter Select screen, press **Left, Left, Right, Down, Up, Down, Right, SELECT**. You'll hear a shout and all of the fighters will become available for you to choose.

Access All Missions

At the Mission Select map in Mission mode, just press **Up, Down, Down, Right, Left, Down, Up,** △. You'll hear a shout and all of the missions will become available for you to choose.

BUBBLE BOBBLE ALSO FEATURING RAINBOW ISLANDS

Debug Mode

Choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press **Down, Up, Down, Up, Right, Down, Left, Down, Up, Down**. If you're fast enough, the words "Debug Enabled" will appear in the lower left corner of the screen. Now you can skip levels at any time during the game by pressing the **R1** button, press **L1** to go back through the levels. Press **R2** during the game to access a debug menu that allows you to choose a starting stage or add lives for both players (press **R1** to return to the game.)

Secret Stages

As above, choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press **Right, Left, Up, Down, Up, Down, Up.** If you're fast enough, the words "Original Game" will appear in the lower left corner of the screen. Now you can access bonus areas after levels 20, 30 and 50 even if you die.

BUST-A-MOVE 2- ARCADE EDITION

Extra Credits

Choose "Options" from the title screen; then, at the Options menu, press **Left, Right, R1, R2, L2, L1, Up, Down**. A 30-second timer will appear in the upper right corner of the screen. Now quickly highlight the "Credits" option and start tapping the × button as quickly as you can. Pressing × four times gives you one credit. Press it five more times for another extra credit, six more times for another, and so on, the number of times you must press the × button to get the credit increases by one for each credit you earn. You'll see the "Credit" counter in the lower right corner start to increase as you're tapping, but it gets more and more difficult as the timer counts down. When the timer runs out, that's it. You can return to the title screen and try the code again to accumulate more credits, but the total credits will be cut down to nine each time you return to the Option menu. Also, if you use an auto-fire controller, the Credit counter may reset to 1 if you manage to get over 30 credits.

Another World

At the title screen—while the words "Press Start" are flashing—press **R1, Up, L2, Down**. You'll see a little green guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a freaky, surreal world that's totally different from the normal "Puzzle Game" setting.

Character Select

If you're sick of the green dinosaur Bub, try this trick. Start the game in Puzzle Game mode. When the map screen appears, press **Left, Left, Up, Down**, then press **L1+L2+R1+R2** simultaneously. A secret "Character Select" menu will appear. Press **Left** or **Right** to change to a different character, then press any of the four action buttons to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

COLLEGE SLAM

Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—press **Left, Up,** ○, **Up, Down, Up, Right,** △. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Frat" that allows you to change the Greek letters on the team insignia.

Vs. Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats:

Quick Hands—**Left,** △, ○, ○, **Up**

Max. Power—△, **Down,** △, **Right**

Power-Up Goaltending—**Down, Down, Down, Up, Up, Up**

Power-Up Fire—**Left, Right, Left, Right, Up, Down, Down**

Power-Up Turbo—**Down,** △, **Down, Down, Up**

Power-Up Offense—**Right, Up, Down, Down, Up**

Power-Up 3-Pointers—**Up, Up, Up,** △, △, △

Power-Up Dunks—**Down, Up, Down, Up, Down, Up, Down, Up**

Power-Up Push—**Up,** △, **Up,** ○, **Up, Up**

Push an opponent and both fall—**Up, Left, Left**

Push an opponent and only his teammate falls—**Down,** △, **Down,** △, **Down,** △

High Shots—**Up, Up, Up, Up, Up, Up, Down**

Speed-Up—**Right, Right, Right, Right, Right, Right, Left**

Whirlwind—**Up, Right, Down, Left, Up, Right, Down**

COMMAND & CONQUER

Access Covert Operations

Choose "Enter Password" from the main menu and input the password "COVERTOPS". When you return to the main menu, you'll find a new option called "Covert Operations". The Covert Operations missions are different depending on which disc you have in the PlayStation when you enter this code, so remember to try them both.

Passwords

GDI Level 5—A S 6 A 7 A N 1 D
GDI Level 6—O X 3 C S 3 D 4 G
GDI Level 7—Y L X G J X L E 1
GDI Level 8—V 2 6 4 N Y U E 6
GDI Level 9—N X 7 Q G 3 4 8 E
GDI Level 10—O X B 8 A I R Y 4
GDI Level 11—B 9 J U O 3 8 E 5
GDI Level 12—1 4 A K N X O B 0

CONTRA: LEGACY OF WAR

Cheat Codes

Each of the following codes works at the main menu with the title screen in the background.

Infinite Continues—**L2, R2, L1, R1, Left, Right, Right, Left** (Your continues will still count down, but when you get past zero they'll go into negative numbers)

Access All Weapons—**L2, R2, L1, R1, Up, Down, Down, Up** (During the game, hold the Lie Down button and press the Weapon Select button to change weapons)

Stage Select—**L2, R1, L1, R2, Left, Right,** ○, , **R2, L2**

Sound Test—**R2, R1, L1, L2, Up, Right, Down, Left** (Press **Up** or **Down** to change the sound number and press **START** to hear it)

Movie Test—**L2, L1, R1, R2, Up, Left, Down, Right** (Press **Up** or **Down** to change the movie and press **START** to watch it)

Hidden "Gyruss" Game—**L2, L1, Left, Right, R1, R2**

Hidden "Pac-Tank" Game—**R2, R1, Right, Left, L1, L2**

CRASH BANDICOOT

Password

Enter the following special password to gain access to any stage with all gems and keys collected.

△△△△×□△△
△△□×△○△△
△○□△××××

DESCENT

Turbo Mode

At any time during gameplay—*not* while the game is paused—press ↓, ○, □, ○, ×, □, ×, ○, △, □, ×. You'll hear a woman's voice say, "Cheater!" and the words "Turbo Mode On" will appear at the top of the screen. Now the gameplay is much faster. To turn Turbo Mode off, simply enter the code again.

Shield Recharge

Also during gameplay—not while paused—press △, △, ×, □, △, ○, △, ×, ↓, ×, △, ×. You'll hear a woman's voice say, "Cheater!" and the words "Shields Recharged" will appear at the top of the screen, indicating that all damage to your shields has been repaired. Repeat this code whenever necessary to keep yourself alive.

Bright Display

If you're having trouble seeing in the darkness of *Descent*'s corridors, try this code during gameplay (not while paused): ↓, △, ○, , □, ×, ○, △, □, ○, ×, △. You'll see the screen colors change dramatically, giving you a better look at your surroundings.

Invincibility

At any time during gameplay—*not* while the game is paused—press ↑, △, ○, ↑, □, △, ○, ○, □, △, □, ×. You'll hear a woman's voice say, "Cheater!" and the words "Invulnerability On" will appear on the screen. Now you can't be harmed. To turn this cheat off, simply enter the code again.

Access All Keys

Also during gameplay—not while paused—press ↑, ×, ○, △, ×, △, △, ×, △, ×, △, ×. You'll hear a woman's voice say, "Cheater!" and the words "All Keys!" will appear at the top of the screen, indicating that you can go through any door in the current level.

Access All Weapons

If you're tired of searching for special weapons, try this code during gameplay (not while paused): △, □, ○, ×, △, □, ×, △, ↓, ×, ○, □. The words "Mega-Wowie-Zowie!" will appear on the screen; now you have a surplus of every special weapon in the game.

Stage Select/Extra Difficulty Levels

Enter the following code during gameplay (not while paused). △, □, ↓, △, ○, ○, □, □, △, ○, □, □. The words "Full Level Access Granted" will appear on the screen, indicating that a cool cheat code is in place. Now pause the game and choose "Quit Game", then select "New Game" from the main menu. Note that two new difficulty levels have appeared, "Ace" and "Insane". Better yet, you'll find that when you reach the galaxy map screen, you can move around and start the game at any stage, including the secret levels.

DESTRUCTION DERBY

Hidden Photo

At the "piracy" warning screen at the beginning of the game, press and hold **L1 + Left +** ○. After the Psygnosis owl appears, the Reflections logo will be replaced by a photo of the game's design team.

Hidden Track

Choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "REFLECT!". Next, return to the main menu and choose any single-course mode except those under "Destruction Derby". (For example, "Wreckin' Racing/Race Practice".) Now choose a track, you'll find a new course called "Ruined Monastery".

Opponent Select

As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "NPLAYERS". Next, return to the main menu and choose any single-track mode except those under "Destruction Derby". Now choose a course; after you make your selection, you'll get a secret menu prompt that lets you change the number of cars in the race. Set the number at "1" and you'll be the only car on the track.

Invincibility

As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "IDAMAGE!". Next, return to the main menu and choose any game mode. Notice that your car will no longer take any damage; you're completely invincible.

DESTRUCTION DERBY 2

Access All Tracks

Choose the "Championship" option in the "Wreckin' Racing" or "Stock Car" mode and enter your name as "MACSrPOO" (that's a small "r") Next, return to the main menu and choose any single-course mode except those under "Destruction Derby". (For example, "Wreckin' Racing/Practice".) Now choose a track; you'll find that you can access the Black Sail Valley, Liberty City and SCA Ultimate Destruction Speedway courses even if you haven't unlocked Divisions 1, 2 or 3.

See the Credits

As above, choose a "Championship" mode and enter your name as "ToNyPaRk" (Make sure that only the "T', "N", "P" and "R" are capitalized.) You'll get to see the ending credits from the game. If you enter the name "CREDITZ!" instead, you'll see an alternate credit sequence with caricatures of the game's creators.

DIE HARD TRILOGY

Die Hard Cheats

Each of the following codes works in the "Die Hard" portion of the game:

Invincibility—Press **START** to pause, then hold the **R2** button and press **Left, Right, Up, Down,**

Stick-Man Mode—Press **START** to pause, then hold the **R2** button and press △ ten times, then **Right** four times

Silly Mode—Press **START** to pause, then hold the **R2** button and press **Down,** ○, ○, **Down,** △, **Down**

Die Harder Cheats

Each of the following codes works in the "Die Harder" portion of the game:

Invincibility—Press **START** to pause, then hold the **R2** button and press **Down,** △, **Right,** Your health will go down, but you won't die when it's gone

Fergus Mode—Press **START** to pause, then hold the **R2** button and press ○, **Down, Down,** ↓, ×, □. Now all of the characters in the game will have the face of Fergus McGovern, the head of Probe Entertainment, which is the company that developed the game.

Die Hard With a Vengeance Cheats

Each of the following codes works in the "Die Hard With a Vengeance" portion of the game:

Big Cars—Press **START** to pause, then hold the **R2** button and press **Left,** △, **Right, Down.**

Chase View—Press **START** to pause, then hold the **R2** button and press **Down,** ○, **Down,** ○. This adds a new camera angle to the available options.

DOOM

Cheat Codes

Each of the following cheats must be entered while the game is paused:

Map All Lines On: △, △, **L2, R2, L2, R2, R1,** □

Map All Th ngs On: △, △, **L2, R2, L2, R2, R1,** ○

Lots of Goodies!: ×, △, **L1, Up, Down, R2, Left, Left**

All Powerful Mode On (Invincibility): **Down, L2,** , **R1, Right, L1, Left,** ○

X-Ray Vision: **L1, R2, L2, R1, Right,** △, ×, **Right**

Level Warp: **Right, Left, R2, R1,** △, **L1,** ○, × (press **Left** or **Right** to change the stage number.)

FINAL DOOM

Cheat Codes

All of the cheat codes listed above for *Doom* will work with *Final Doom*.

FORMULA 1

Cheat Codes

Each of the following codes can be entered at the "Race Qualify" menu, the last menu screen before the start of a race. A message will appear to confirm if you've entered a code correctly.

Gibberish Mode—Hold **SELECT** and press **Left,** ○, **Up, Down, Down, Right,** ○, □, □

Buggy Mode—Hold **SELECT** and press **Right,**

Up, △, **Left**, **Up**, □, △
Bike Mode—Hold **SELECT** and press **Down**, **Up**, ○, △, **Right**, **Up**, □, △
Lava Mode—Hold **SELECT** and press □, ○, **Up**, **Right**, **Right**, ○, ×
German Commentary—Hold **SELECT** and press **Down**, **Up**, **Left**, **Left**, □, ○, ×
Bonus Track—Hold **SELECT** and press **Left**, ○, ○, △, △, ○, **Up**, **Right**. With this code in place, you must start a race and cancel out of it before you can return to the Circuit Select menu and find the "Grand Champion" bonus track

FOX HUNT

Disk 1 Tips
Jack's apartment—Make sure to collect the video book and the keys that are hidden in the chair. Just as your timer expires, Fat Freddie will enter the scene. It is not necessary to defeat him, but remember remembering which window he escapes from
Back room of Flower Shop—Find the taco (spy weapon) and the CIA identification card. Attempting to use the computer or taking too much time will trigger the end of the interactive portion of the scene.
Jack's apartment, Part 2—Pick up the knife and the bullet found on the table. You may encounter Fat Freddie once again. When Frank enters the room, exit through the same window that Fat Freddie did.
Hospital Scene—Starting on the third floor, follow the hallway without turning unnecessarily. When you reach a "T" intersection, turn left and follow the hallway into the waiting elevator. From the second floor, turn right at the first fork and keep following the hallway without making any unnecessary turns to find the next elevator. On the first floor, continue straight through the first intersection, turn right at the next, left at the next, then proceed to the exit. Note. In Strategy Mode, there are only two floors
Venice Stores/Fleurde Spy—Do not go directly into the waiting car. Inspect a nearby vacation poster and note the number of grass huts in it, then turn around and move forward into the six-hour express delivery store.

Disk 2 Tips
Depending on your previous actions, Jack may go to either Las Vegas or Aspen.
Las Vegas—The first two showgirls can be defeated by just blocking. Punch the third showgirl once, then continue with kicks only. The last one can be defeated with a simple block. Attack or block them when they begin moving or when their facial expressions change. Before leaving Las Vegas, you must go to another six-hour express store.
Aspen—Follow the ski hut sign that corresponds to the number of grass huts that you counted in the poster outside the hospital. Move through the ski gates in a left/right pattern and don't miss more than two snowboarders if you want to pick up the gold medal. Immediately find another six-hour express store. Note: In Strategy Mode, Jack will always get the gold medal. However, you must still go well to reach the six-hour express.
Las Vegas, Part 2—In the segment after speaking with Chauncy, you are working against the clock. Find a blue feather (placed randomly), a bullet (in a bra) and a knife (in a red book under some underwear). If you take too long, continue through the curtains and up the ladder to reset your time. Once up the ladder, pick up a gambling chip and proceed to the rack of gambling chips. Move the chips to reveal some powder. Move the powder to reveal the clue that tells which deck of cards to choose later on
Playing Blackjack—Watch the clip from the video book, paying attention to the man's actions. The CIA guy will instruct you on the first two hands. The third one is up to you. If the Wolf performs the identical movement as the man in the video book, take a card. Otherwise, stand. Win three hands to go to Disk 3. Note: As long as you have the knife, you will automatically move to disk #3, but you don't win three hands of Blackjack you will have no money.

Disk 3 Tips
Fighting in the final stages—You must battle both Alans, some Russian wrestlers, a caveman and Frank. When battling the Alans: If they begin to swing, block; if they wait (in a dumb boxing-type pose), punch or kick. They are the toughest. The rest of the battles can be won with roundhouse kicks and leg sweeps.
Fox Hunt video game—Shoot the duck, not the foxes.
The chase in the tubes—Shoot the bad guys ahead of you and avoid the gunfire from behind. Maneuver the guys from behind you to the front while spinning to avoid their gunfire. To get behind your opponent, turn down the tube with the white light illuminating it, watch which way your opponent turns and follow. Now shoot and destroy. Keep this up until the Wolf is caught.

GOAL STORM

Easter Island Heads
When the words "Press Start" appear on the title screen, quickly press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, □, ○. You'll hear the crowd cheer to confirm the code. When the game starts, you'll see that all of the players on your team have giant Easter Island heads of stone. Note: If both Player 1 and Player 2 enter the code at the title screen, then both teams will get the funky heads.

Invisible Players
At the title screen, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, △, △. You'll hear the crowd roar to confirm the code. Now when you start the game, press **SELECT** to change the camera angle. You'll find that—in addition to the standard three camera angles—there is a new camera setting that takes you slightly closer to the action. When you play with this new camera angle, only one or two players will be visible on the field. The rest of the players are still there, however.

GUNSHIP

Invincibility
Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press **L1** + **L2** + **R2** + **R2** buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains.

IN THE HUNT

Stage Select
At the title screen menu, highlight "Start", hold the D-pad in the **Up/Left** position, hold **SELECT** and press the ○ button. A stage-select menu will appear at the top of the screen. Choose any starting stage, warp to any of the game's four different endings or choose "Vs Fight" to play a special two-player shootout game.

Infinite Continues
When you've used up your last continue and the "Continue" countdown comes up with the words "Game Over" flashing in your corner of the screen, just hold the △ and **SELECT** buttons and press **START**. You'll get five additional continues. Repeat this code whenever you run out of credits.

INTERNATIONAL TRACK & FIELD

Secret Surprises
• In the Long Jump or Triple Jump, if all three digits of your jump distance are the same (e.g. 1.11 meters, 2.22 meters, etc.) a mole will appear from the ground
• In the Shot Put, if all three digits of your throw distance are the same (e.g. 1.11 meters, 2.22 meters, etc.) a dinosaur will appear behind the crowd.
• In the Hammer Throw, if the number before the decimal point in your throw distance matches the number after the decimal (e.g. 1.01 meters, 21.21 meters, etc.) a balloon will appear from the crowd.
• In the Discus Throw, if the number before the decimal point in your throw distance matches the number after the decimal (e.g. 1.01 meters, 21.21 meters, etc.) a flock of pigeons will appear in the sky.
• In the Javelin Throw, if you throw with maximum power at an angle of over 60 degrees, you'll hit a U.F.O., which will fall into the stadium.
• In the High Jump, if you qualify with your first attempt, set the bar at least 40cm higher for your second attempt. If you make it, a blimp will appear during your third jump.
• In the Pole Vault, if you qualify with your first attempt, set the bar at least 40cm higher for your second attempt. If you make it, a space shuttle will appear during your third jump.

Skimpier Swimsuits
At the Game Select menu, highlight "100m Free Style" and press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, ○, ×. Instead of the standard one-piece swimsuits, the contestants will all be wearing bikinis.

JUMPING FLASH!

Stage Select
At the *Jumping Flash* title screen, press **Up**, **Up**, **Down**, **Down**, ×, ×, **Left**, **Right**, **Left**, **Right**, ×, △, ×, △. The color of the text box will change from blue to reddish if you've entered the code properly. Now start the game; when the World Map appears, press **Right** repeatedly to skip to different stages.

THE KING OF FIGHTERS '95

Boss Code
Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character-select screen, hold the **START** button and press **Up** + ○, then **Right** + □, then **Left** + ×, then **Down** + △. The boss characters Omega Rugal and Saishu Kunsanagi will appear on the menu as playable fighters.

Duplicate Characters
Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character-select screen, hold the **START** button and press **Down** + △, then **Left** + ×, then **Right** + □, then **Up** + ○. Now you can select your favorite character more than once when choosing the members of your team, you can even make a team that consists of the same character three times.

KRAZY IVAN

Stage Select
At the arena select screen with the globe in the background, highlight Russia, the only available mission at the start of the game. Next, press **Right**, but before the Japan mission information appears, press ×. **Down/Left** on the D-pad and hold them. You'll see the globe bouncing through the different arenas. Now release the buttons to begin at whatever arena is facing you on the globe at the moment you let go. You won't see the names of the missions as they pass by, so it's difficult to tell which one you've selected, but with practice you can pick the one you want by counting the rotations of the globe or by watching the position of the sun and planets in the background.

LOADED

Cheat Codes
At any time during the game, press the **START** button to pause. When the pause menu appears, hold the **L1** and **L2** buttons for approximately ten seconds, this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the **L1** and **L2** buttons a little bit longer. After the cursor is locked up, continue to hold the **L1** and **L2** buttons and enter the following codes to add cheat options to the pause menu:
AMMO: **Down**, **Right**, ○, **Left**, **Right**, ○. Select this option to boost your ammo.
HEALTH: **Right**, **Right**, **Left**, **Down**, **Down**, **Up**, △, ○. Use this option to refill your energy meter
POWER: **Right**, **Down**, **Right**, △. This option will power-up your weapon
LIVES: **Left**, **Down**, **Right**, △, □, ×, ○. This option gives you one extra life each time you press the button.
SMART: **R1**, **R2**, ×, △, □, ○, **R1**, **R2**, ○, ○, □. Get one extra smart bomb each time you press the button with this option highlighted.
SKIP LEVEL: ×, **R1**, △, **R1**, □, ○, **R2**, **R2**, ×, □, △, ×. Use this option to skip the current level and start on the next stage.

MACHINE HEAD

Infinite Energy
At the main menu, press ○, **L1**, **L1**, **L1**, ○, **L1**, ○, ○, **L1**, ○, ○, ○, **L1**, **L1**, **L1**, **L1**, **L1**, ○, ○, **L1**.

Infinite Ammunition
At the main menu, press ○, ○, ○, ○, **L1**, ○, **L1**, **L1**, ○, **L1**, ○, **L1**, **L1**, ○, **L1**, ○, **L1**, **L1**, **L1**, **L1**.

Level Select
At the main menu, press **L1**, ○, **L1**, **L1**, **L1**, **L1**, ○, ○, ○, **L1**, **L1**, ○, ○, **L1**, ○, **L1**, ○, ○, ○, ○.
With that code in place, press the **R1** button repeatedly to choose your starting stage; the stage names will appear on the screen. If you skip too far ahead, use **R2** to go back through the list.

MADDEN NFL 97

Secret Teams
Choose "Exhibition" and select your teams. After the controller setup screen, the User Records screen will appear. Register your name as "TIBURON" and press ×, then press the ○ button three times to return to the Team Select screen, where you'll find eight powerful hidden teams, including an "All-Time All-Madden" team and AFC and NFC Pro Bowl teams.

Cinematics Menu
Turn the PlayStation on and hold the **L1** or **R1** button while the game loads. After the copyright screen, you'll get a secret "Cinematics" menu that lets you see any one of the rendered cinema scenes from the game.

MORTAL KOMBAT 3

Play as Smoke
During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing **R1** once, △ six times, × six times and ○ nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes

Secret Cheat Mode
During the opening demo, quickly press ×, ○, △, **R1**, **R1**, **R2**, **R2**, **R1**, **R1**. You'll hear Shao Kahn say, "You will never win." Now press **START**, when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.
Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.
If you're having trouble remembering this code, here's a simpler version: During the opening demo, press ×, **L1**, **L2**. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu, without the "One Round Match" or "One Hit Match" options.

MORTAL KOMBAT TRILOGY

Stage Select
At the character-select screen, highlight Sonya, hold **Up** and press **START**; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character
At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold **Run + Block + High Punch + High Kick** and point the D-pad **Away** from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon. He's a semi-transparent ninja who randomly morphs into other ninja characters.

Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold **L1 + L2 + R1 + R2 + Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery.". Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows.

- Fatality 1—Press △ when "Finish Him/Her" appears.
- Fatality 2—Press ○ when "Finish Him/Her" appears.
- Animality—Press **L2** when "Finish Him/Her" appears.
- Friendship—Press **R1** when "Finish Him/Her" appears.
- Brutality—Press □ when "Finish Him/Her" appears.

MOTOR TOON GRAND PRIX

Extra Options

At the main menu, highlight "Options", hold **L1 + L2 + R1 + R2** and press ×. Now the option menu has many additional settings that will allow you to fine-tune the game's configuration to your liking.

NAMCO MUSEUM VOLUME 2

Super Pac-Man Stage Skip

Load the game *Super Pac-Man* and press the △ button to access the dipswitch screen. Highlight switch #6 in the "SW3" box and press × to turn it "on." Now start the game. When the word "Ready!" appears on the screen just before the characters start to move at the beginning of any stage, quickly hold **L1 + R1 + ○** and press **START**. The screen will flash just like it does when the stage is cleared and you'll advance to the next stage. Repeat the process for each stage to skip to any level

Gaplus Stage Select

Load the game *Gaplus* and press the △ button to access the dipswitch screen. Highlight switch #4 in the "SW3" box and press × to turn it "on." Now start the game. When the words "Parsec 1" appear on the screen, hold **L1 + R1 + ○** and press **START**; a stage-select number will appear at the left side of the screen. Press **Up** or **Down** to change the number of the stage you'd like to warp to, then press **START** to begin at the stage you chose.

Dragon Buster Stage Skip

Load the game *Dragon Buster* and press the △ button to access the dipswitch screen. Highlight switch #5 in the "SW2" box and press × to turn it "on." Now start the game. When the map screen appears, hold **L1 + R1 + ○** and advance Clovis to either of the first two dungeons on the map. Instead of entering the dungeon, you'll be warped ahead to Round 2. You can continue to advance to higher rounds as long as you hold **L1 + R1 + ○**; when you reach the round you'd like to start on, just release the buttons and you'll be able to enter the dungeons normally.

NBA IN THE ZONE 2

Secret Teams

At the title screen, highlight "Game Start", press and hold **L1 + R2 + SELECT**, then press and hold **START**. Continue to hold all four buttons down until the next menu appears. Now choose Exhibition Mode and go to the Team Select screen; you'll find two new All-Star teams

NBA JAM EXTREME

Secret Teams

To access special teams, enter the initials and birthdates as shown

All-Star East, Team 1—LMH Jun 28
All-Star East, Team 2—EST Mar 14
All-Star West, Team 1—WST Jul 12
All-Star West, Team 2—RMC Apr 21
Rookie Team 1—SCT Nov 14
Rookie Team 2—BAP Aug 11
Sculptured Team 1—DJR Jun 8
Sculptured Team 2—RNW Sep 15
Acclaim Team 1—CDH Feb 21
Acclaim Team 2—SAM Jan 21
Celebrities—MRV Dec 31
Invisible—WHO Jan 1
Smiley Team—MJT Mar 22
Misfits—TVC Oct 3
Squid—LEE Jan 1
Super Sports—LAN Sep 10

Random Select

At the team-select screen, hold **Up** and press **R1** to choose a random team. Once your team has been chosen, you can hold **Up** and press **R1** again to choose two players at random.

Stealth Select

At the team-select screen, hold **Down** and press **R1**. Your cursor and team choices will disappear. Now you can move the cursor to choose a team without your opponent knowing which one you've picked.

NBA JAM T.E.

Secret Characters

To access a secret character, hold the **L1** and **R1** buttons and enter the initials and birthdates as follows:

Bill Clinton—BIL Jun 3
Hilary Clinton—HIL Nov 6
Prince Charles—CHA May 4
Heavy D—HEA Jan 9
Jazzy Jeff—JAZ Oct 9
Fresh Prince—FRS Feb 2
Frank Thomas—FNK Jan 8
Larry Bird—LAR Jan 15
Benny the Bull—BEN Sep 20
Charlotte Hornet—HOR Jan 12
Minnesota Timberwolf—WOR Mar 7
Phoenix Suns Gorilla—APE Apr 2
Adrock—ADR Apr 6
MCA—MCA Apr 9
Mike D—M_D Jul 1
Moore—MOE Jun 8
Gordon—GOR Jul 3
Renaldo—REN Feb 4
Shelley—SHY Jun 8
Blaze—BLZ Jan 14
Turmell—TUR Jan 31
DiVita—DIV Jul 3
Goskie—GOS Jan 6
Rivett—REV Jul 6
Carlton—CAL Mar 25
Liptak—LIP Jan 14
Magic Hair—STH Dec 8
Kirby—GHR Dec 18
Moon—JAY Aug 24
Falcus—JAS Nov 16
Snake—SNK Jun 15
Hill—ZIG Apr 7
Catling—CAT Jan 2
Hutchinson—BAR Apr 9
Falcus—DAZ Aug 6
Hodgson—HOG Dec 31
Tunnicliff—SAT May 7
Whitaker—JAX Mar 1
Muskett—MUS Dec 24
McHugh—BAA Jul 19
Higgins—TOM Feb 19
Gray—ROB Feb 23
Feinstein—DAN Jan 2
Burgess—LIZ Aug 7
Gunter—GUN Jan 11
Rosen—SAW Apr 10
Wanat—WAN Jun 10
Chaudhri—CHD May 5
Gow—GOW Jun 17
Thienvanich—THI Nov 1
Kuby—KUB Apr 14
DeLuca—DEF Oct 19
Samulski—AIR Jan 21

Extended Roster

Each of the NBA teams in *Jam T.E.* has more than three players available to choose from. To find these hidden bonus characters, just put the cursor on the team you'd like to choose, hold the **SELECT** button and rotate the D-pad in a counter-clockwise direction. A card will drop from the top of the screen that says "EXTENDED ROSTER"; now you'll see extra players as you toggle through the line-ups with the **SELECT** button. Note that if you choose the extended roster for one team, then decide to choose a different team, the extended roster will not be available for the second team. This trick also works at the "Substitution" screen

Power-Up Codes

Just like all of the other versions of *NBA JAM*, the PlayStation *Tournament Edition* offers plenty of power-up codes. Each of these codes must be performed at the "Vs." screen, when the announcer is saying, "Tonight's match-up...etc." In most cases, you'll see text on the screen that tells you the code is in place. Some of the codes don't show you immediate results on the screen, but you'll know they have been activated if you see your player flashing white before the tip-off.

Display Shot Percentage: ↑ ↑ ↓ ↓ △
Powerup Dunks: ← → × ○ ○ ×
Powerup Defense: → ↑ ↓ → ↓ ↑
Powerup 3-Pointers: ↑ ↓ ← → ← ↓ ↑
Powerup Fire: ↓ → → ○ △ ←
Quick Hands: ← ← ← ← ○ →
Max Power: → → ← → × × →
High Shots: ↑ ↓ ↑ ↓ → ↑ ○ ○ ○ ○ ↓
Push one opponent and both fall: ↑ ↑ ↑ ↑ ← ← ← ← ○ ○
Push one opponent and only his teammate falls: ↑ ↑ ↑ ↑ ← ← ← ← ○ △
Baby Mode: ○ □ ○ □ ○ □
Huge Mode: △ × △ × △ × △ × △ × △ × △ ×
Big Head: △ □ × ○ △ □ × ○
Mammoth Head: ○ × □ △ ○ × □ △ ○ × □ △ ○ × □ △

NBA LIVE 97

Secret Menu

At the Game Setup screen, press **L1**, ×, ×, **L1**, ×, □, **R1**, ×, □, **R1**, ○, then point the D-pad diagonally **Up/Right** and hold it along with the △ and □ buttons for about five seconds. Now set up a game and press **START**, when the "I Love This Game" loading screen appears, point the D-pad diagonally **Up/Right** again and hold it along with **L1**, **R1**, △, ×, □ and ○. A top-secret menu will appear that allows you to perform the following tricks.

- Press **START** to activate Outdoor Court (**SELECT** to cancel.)
- Press **L1** or **L2** to change the height of your player, from 18 inches to 12 feet. (You can only change the rest of the team if you're playing with a multitap.)
- Press **Up** or **Down** to toggle "Chameleon Mode" for your player

Once you've activated any of the tricks, press △ + × to start the game

NBA SHOOT OUT

All-Star Weekend

Choose "Exhibition" from the main option menu; then, at the "Exhibition" menu, press **R1, L1, R1, L1, R2, L2, R2, L2**. You'll see a new option called "All Stars" at the bottom of the screen. Set this option to "94/95" to play an exhibition match in Phoenix; the court will be decorated with the '94-'95 All-Star Weekend logo. Better yet, if you press **R1, R1, R2, R2, L1, L2, L1, L2** at the Exhibition menu, the "All Stars" option will also allow you to choose to play a game in San Antonio with the court decorated as it was for the '95-'96 All-Star game. The teams will be called "Western Conference" and "Eastern Conference", but the players will still be those from the team you select.

Sneak Peek

If you want to get a better look at the cheerleaders who appear during halftime, just hold the **L1, L2, R1** and **R2** buttons. The distracting game statistics will disappear.

NCAA FOOTBALL GAMEBREAKER

Easter Egg Codes

At the main GameBreaker menu—the one that says "Exhibition/Roster/Options" etc.—press **L1, R1, L2, R2**. A secret "Easter Egg" menu will appear. Choose "Add Entry" and press ×, then use the ○ button to enter any of the cheat passwords shown below for different effects. The codes must be entered exactly as shown, including the capital letters:

Amazons—Cheerleaders are bigger
Big Arm—Quarterback can throw farther
Big Foot—Punter and Kicker can kick farther
Big GB—Players designated as GameBreakers are bigger
Blizzard—Blizzard weather
Blocking Down—Weaker offensive line
Blocking Up—Stronger offensive line
Bronze—Bronze-colored players
Cannon—Quarterback can throw quicker
Circus Flip—Players flip very high when hit
Copper—Copper-colored players
Flash—Extra "speed burst" power
Fumbles—More fumbles
Giants—Bigger players
Gold—Gold-colored players
Hands—Better receiving ability
Healthy—Start with no injuries
Hurricane—Hurricane weather
Interceptions—More interceptions
Jukes—Better juke moves
Little Arm—Quarterback can't throw as far
Little Foot—Punter and Kicker can't kick as far
Midgets—Smaller players
Phantoms—Players are all shadows
Platinum—Platinum colored players
Rock Em—Hit harder
Silver—Silver-colored players
Slow CPU—Computer opponents are slower
Swim Down—Players can't swim as well
Swim Up—Players can swim better
Tackles—Better tackling ability
Tiny GB—Players designated as GameBreakers are smaller
Tornado—Very windy weather
White Knights—White-colored players
EMU All Stars—Eastern Michigan All-Star team
Mich All Stars—Michigan All-Star team
Neb All Stars—Nebraska All-Star team
ND All Stars—Notre Dame All Star team
OSU All Stars—Ohio State All-Star team
USC All Stars—Southern California All-Star team

THE NEED FOR SPEED

Hidden Tracks

Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBN5", then press START. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas"

"Rally" Tracks

With the cheat password in place, highlight any track and hold the **L1** and **R1** buttons. You'll see the name of the track change to "Rally", this changes the pavement to a slippery dirt road like those in *Sega Rally*. If you hold **L1+R1** while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track, this one's a desert course called "Oasis Springs"

Secret Car

With the "TSYBN5" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold **L1+R1**; now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.

Arcade Mode

Again, with the "TSYBN5" password in place, get to the "Race Location" menu and highlight the "Segment View" (or lap-select) box. Hold **L1+R1** and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a *Ridge Racer* style arcade game instead of a full-on simulation.

Machine Gun Horn

Choose the Head-to-Head mode on the Race Type Screen. Select your vehicle, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold **L1**, ○, □ and diagonally **Up/Left** on the D-pad until the race starts. You can now blow everything out of your way by pressing **Up** to honk the horn. The noise it produces will sound like a machine gun

NFL GAMEDAY

Cheat Passwords

To enter any of the following passwords, choose "Options" at the main menu, then press the **SELECT** button to access the memory card screen. Press **SELECT** again to enter a password. (Note that all of the following codes use capital letters.) After all of the letters are in, press **SELECT**; if you've entered the code correctly, the screen will display the password in big yellow letters on a greenish background.

OFFENSE—Gives you a high-powered offense
DEFENSE—Gives you a high-powered defense
JUICE—Gives you a more powerful "speed burst" from the × button when running
STICKUM—Just like Freddy Biletnikoff, you'll

be able to catch passes easier, and hang on to them when you get hit
BIG.BOYS—Makes the linemen look bigger
CANNON.ARM—Lets your quarterback throw farther
STEROIDS—Players fly farther when hit
CRUNCH.TIME—Injuries happen more frequently
PICK.CITY—Interceptions are easier
SKELETON—Lets you play with two secret skeleton teams

In addition to these cheats, we know of five other passwords that are accepted by the game, but don't have an obvious effect. They are as follows:
MAYHEM
URNOTREDE
EEGGCODE13
EEGGCODE14
EEGGCODE15

NFL QUARTERBACK CLUB '97

Cheat Codes
At the main menu, choose "Play", then select a "Preseason" game. When the team select menu appears, enter any of the following codes to get different cheats and tricks in effect:
Landmine Mode—L1, L1, L1, R1, L1, L1
Fumbles—L1, L1, L1, L2, L1, L1
No Fumbles—L1, L1, L1, R2, L1, L1
Constant Turbo—L1, L1, △, △, L1, △
Crappy Team—L1, L1, △, R2, L1, △
Big Players—L1, L1, R1, △, L1, R1
Small Players—L1, L1, R1, R1, L1, R1
Shadow Players—L1, L1, R1, L2, L1, R1
Long Range (allow 100-yard throws and kicks)—L1, L1, R1, R2, L1, R1
Super Slow Motion—L1, L1, L2, R1, L1, L2
Super Fast Game—L1, L1, L2, L2, L1, L2
Super Team—L1, L1, R2, △, L1, R2
Super Slippery—L1, L1, R2, R1, L1, R2
Short, Fat Players—L1, △, R1, △, L1, R1
Tall, Skinny Players—L1, △, R1, R1, L1, R1
Eight Downs per Series—L1, △, L2, △, L1, L2
Activate All Possible In-Game Cheats—L1, L1, R2, R2, L1, R2

Secret Teams
At the team select menu, press L2, △, R2, R2, L2, R2. This code adds over 100 secret teams to the available choices, including historical teams, Pro Bowl line-ups, Acclaim and Iguana teams, a '96 All-Rookie team, a '96 Cleveland Browns team and six special "game magazine" teams. Look for Nikos, Betty and the rest of the *Tips & Tricks* staff on the "VideoGames" team.

NHL OPEN ICE

Secret Character
Enter the initials "G_H" (that's a space in the middle) with the date March 31 to play as "Mr. Hockey", Hall-of-Famer Gordie Howe on the Detroit Red Wings.

PERSONA

Extra Character
To add the character named Chris to your party, follow these steps:
1) Talk to the teacher in the room north of the entrance/exit. The teacher will talk about a student going in and out of a sealed classrom on the 2nd floor.
2) Check out the room on the 2nd floor.
3) Talk to the student in Classrom 2-1 (the one talking to Mark.)
4) Go to the casino in Joy Street Mall and talk to Mark and his friends.
5) Go to the abandoned factory where you'll meet Chris.
6) Go to the Yin & Yan in Joy Street Mall and talk to Chris' mother. When she asks if you know her son Chris, answer "Yes." When she asks if you will be friends with him, answer "OK."
7) Meet Chris in the roadblock in front of the Sebec building (after the world changes.)
8) Don't allow Brad, Ellen or Alana into your party.
9) After the school shifts in the "Ideal" Mary's world, Chris will join your party.

"Good" Ending
To see the game's best ending sequence, you must give specific answers to Mae when you talk to her in the Lost Forest in order to get the compact. Here are the proper responses:
1) "If I stay here I'll be safe!"—Stop!
2) "Why do you guys fight?"—For everyone.
3) "Why do you live?"—For finding the answer.

PO'ED

Refill Health / Ammo
While in Foot mode, press □ + **L2** to do a backflip. While you're in the air, press **Down** + × + **R2** to refill your health meter or **Right** + × + ○ to refill all weapon ammo.

Access All Weapons
During the game, press □ + **SELECT** to view the map and press **Left** to rotate the map until your character arrow is pointing at you. Next press **START**; while the arrow is rotating back, press **L1** + □ + × + ○. Press **SELECT** to exit the map mode and you should have all of the weapons in your inventory.

Invincibility
You must have the drill weapon in your inventory for this cheat to work. Press △ to call up the weapons menu, highlight the frying pan and press △ two more times; you should be back at the weapons menu. Now press ○ + **R1** and release them as soon as you see the number 999 in your health meter; this indicates that you are invincible.

Stage Select
At the main menu, press **L1** + **L2** + **R1** + **R2** + **Up** and release. Press ○ to start a new game, when the difficulty select menu appears, press **L1** + **L2** + **R1** + **R2** + **Down** and release. The stage-select menu will appear after you choose a difficulty setting.

See the Ending
Press × at the main menu to enter the Load Game screen. Press **Right** + ○, then △, then **Left** + □, then △. You'll warp to the ending sequence.

Fall Through the Floor
In Jet Pack mode, stand over any dead enemy and press △ to call up the weapons menu. Now hold **L1** and point the D-pad diagonally **Down/Right**. If you're not on the lowest level of the current stage, you'll fall right through the floor.

Fart Trick
Press × at the main menu to enter the Load Game screen. Press **L1** + **L2** + **R1** + **R2**, then exit the Load Game screen and start a game. Now the "butt" creatures will make farting sounds.

PROJECT: OVERKILL

Secret Cheats
Note: To enter a cheat code, press **START** to pause the game, then highlight "Sound Volume" at the "pause" menu. Now enter one of the codes shown below; the word "Cheater!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a few minutes.
• "Cloak" Stealth Mode—Hold △, tap □, ○, ○, □, release △, hold ×, tap △, △, release ×.
• Extra Speed—Hold **Up**, tap △, △, △, release **Up**, hold **Down**, tap ×, □, ○, release **Down**.
• Shield—Hold **Right**, tap ○, □, △, release **Right**, hold **Left**, tap □, ○, ×, release **Left**.
• Refill Health—Hold □, tap ○, ×, △, release □, hold ○, tap □, ×, △, release ○.
• Refill Ammo—Hold ○, tap □, release ○, hold △, tap ×, release △, hold ○, tap ×, release ○, hold ×, tap □, release ×.
• Skip to end of current level—Tap ×, **Up**, **Down**, **Up**, hold □, tap ○, release □, hold ×, tap △, release ×.

THE RAIDEN PROJECT

Mission Select
Choose "Difficulty" at the "Settings" menu; then, at the Difficulty menu, hold **L1** + **L2** + **R1** + **R2** and press **START**. A Mission Select menu will appear. Note that this is not the same as a stage select; choose Mission 2 or 3 and the game's difficulty will increase as if you'd finished all of the stages once or twice.

RALLY CROSS

Cheat Codes
Choose "Season" mode and select "New Season". When the "Enter Name for Season" screen appears, enter one of the following names to get different effects. Once the code is in place, you can back out of Season mode with the △ button and use the codes in any race mode:
Access "Veteran" mode—vet_me
Access "Pro" mode—im_a_pro
Access all cars, trucks and tracks—weeoo
Lighter cars—feather
Heavier cars—stone
Reduced tire friction—spinner
Lower gravity—float
Cars with no wheels—no_wheels
Wheels with no cars—wheels
Fat tires—fat_tires

RAYMAN

Infinite Continues
When you lose your last life and the Game Over/Continue screen appears, press **Up**, **Down**, **Right**, **Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

Picture-in-Picture
Here's a weird code that Ubi Soft put into *Rayman* just to show off what the PlayStation is capable of. During the game, press **START** to pause, then hold the **R2** button down and press ○, ○, **Left**, ○, ○. A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture-in-picture window, just enter the code again.

Full Power-Up + 99 Lives
Press the **START** button to pause the game, then enter the following code carefully. Press and continue to hold **L2**, **R1**, **L1**, then **R2**, then release the buttons in this order: **L1**, **L2**, **R2**, **R1**. Next, press and release ○, then press and continue to hold **Left**, ○, □, then △. Finally, release the buttons in the following order: **Left**, △, □, ○.

RELOADED

Cheat Codes
At any time during the game, press the **START** button to pause. When the pause menu appears, hold the **L1** and **L2** buttons for approximately ten seconds, this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the **L1** and **L2** buttons a little bit longer. After the cursor is locked up, continue to hold the **L1** and **L2** buttons and enter the following codes to add cheat options to the pause menu.
Ammo—△, **Left**, **Left**, **Left**, ○, △, **Down**. Select this option to boost your ammo.
Health—**Down**, **Right**, **Left**, △, **Right**, **Down**. Use this option to refill your energy meter.
Power—**Left**, **Up**, ×, ○. This option will power-up your weapon.
Skip Level—**Left**, △, ×, **Right**, ○, △, **Down**. Use this option to skip the current level and start on the next stage.

Secret Character
At the character-select screen, press **L1**, ○, **R1**, **Down**, **Down**, **R1**, ○, **L1**, **L1**. You'll hear a fanfare and an evil red balloon will appear over Sister Magpie. Now you can play as Fwank from the original *Loaded* game.

RESIDENT EVIL

Rocket Launcher
If you finish the game in less that three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher, it has infinite ammunition and can destroy just about everything with one shot.

Special Key
In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

REVOLUTION X

Find All Aerosmith Members
Tom Hamilton—On the roof of Club X, watch to see if the screen scrolls to the right or left. Once inside, after the ticket window you can choose to go right or left; choose the direction the screen scrolled on the roof. Now shoot the bathroom sign to go into the bathroom; you'll find Tom Hamilton in the last bathroom stall.
Steven Tyler—Go into Club X and use CDs to shoot the two swordfish above the mirror. Next, shoot the mirror; you'll go through the mirror to a secret room. Shoot the light switch and the two bad guys that appear; you'll go up the ladder to find Steven Tyler.
Joe Perry—In the Amazon Jungle, after you reach the first green skull, kill it by shooting it repeatedly in the eye and mouth sockets. Continuing down the hallway, shoot the elevator button; once inside, shoot the button for floor three. You'll see a bunch of girls tied up; use CDs to shoot the two halves of the circular grate behind them. You'll head outside and see Joe Perry flying by.
Joey Kramer—In the Middle East, shoot the noses of the first three sphinxes that appear and get the gold CD that comes out of the sphinx's mouth. You will then stop to pick up Joey Kramer.
Brad Whitford—When you reach the area with the crates in the Pacific Rim, notice that the gates are numbered. Go through Gate 1 (by shooting a CD at it) then go right and go through Gate 3. You'll go through and move to the right, past Gate 6. You'll see three boxes stacked to the right of Gate 7; shoot the top box and quickly shoot the Arrow icon that appears. You'll keep going right, then down a corner where you're attacked by forklifts. You'll find Brad Whitford on a forklift at the end of the hall.

RIDGE RACER

Title Screen Tricks
If you hold the **L1** and **R1** buttons at the title screen, you can manipulate the flag as follows:
D-pad **Up**: Tilt back
D-pad **Down**: Tilt forward
D-pad **Left**: Rotate clockwise
D-pad **Right**: Rotate counter-clockwise
□: Spin left
○: Spin right
×: Zoom in
△: Zoom out
START: Make the flag transparent

Rotate Cars
At the Car Select screen, use the **L1** and **R1** buttons to change the speed and direction in which the car is rotating.

Extra Cars
If you earn a "perfect" in the *Galaxian* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

Reverse Tracks
When you have completed the whole game—time trials and all—you'll earn the right to race on four new tracks, which are really the existing four tracks driven in the opposite direction.

Mirror Mode
When you start a race, drive forward a bit, then spin around and head back to the steel wall that says "Wrong Way". If you're going fast enough, you'll pass right through the wall to race in "Mirror Mode".

Galaxian 13
The game's toughest secret is the mysterious black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks—in its entirety. If you can beat the black car by staying in front of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

RIDGE RACER

Title Screen Trick
If you hold two **L** or **R** buttons at the title screen, you can move the spotlight around with the D-pad and change its focus with □ and ×.

Extra Cars
If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

Buggy Mode
If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funny-looking buggies when you start the race. This is very difficult to do, but here's a

cheat that makes it easier: During the *Galaga '88* game, press and hold **Down + L1 + SELECT + △ + R1**; all of the enemy ships will be automatically destroyed with exactly one shot each

Secret Cars

Once you place 1st in all three courses in normal race mode, three super cars will appear to race against you in the Time Trial mode as follows

Novice—13th Racing Car
Intermediate—13th Racing Kid
Expert—White Angel

If you can beat these cars in the Time Trial mode, they will become available for you to race with in all game modes.

Spinning Mode

Choose "Time Trial", then at the main menu, highlight the "Start" box, hold the Brake button and press the Accelerator button, continue to hold both buttons down until the race starts. (You'll have to press the Accelerator twice because the Brake button will take you back to the title screen.) Now you're playing in Spinning Mode. When you reach a turn where it's possible to spin your car 360°, the words "Spinning Point" will appear on the screen. Try to spin your car around; it helps if you choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your total points for that spin. After the race, watch the replay to see a chart that shows your score on each Spinning Point along with your total for the entire race.

RISE 2: RESURRECTION

Boss Codes

Enter these cheats at the character select screen to make five different boss characters appear in a bonus box at the bottom of the screen

Vitriol—**Right, Right, Right, Up, Up, Down, Left, Left, Down, Down**
Supervisor—**Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up**
Assault—**Right, Up, Up, Right, Down, Right, Up, Up**
Mayhem—**Left, Right, Down, Left, Up, Left, Down, Left, Down**
Anil 8—**Up, Right, Down, Right, Right, Up, Left, Up**

ROBO-PIT

Arena Select

At the main menu, hold **L1 + L2 + R1 + R2** and press **SELECT**; a two-digit number will appear in the upper-right corner of the screen. Press **Right** or **Left** to choose the arena you'd like to fight in, the left digit represents the available arenas (0 through 5) and the right digit represents the time of day (0=morning, 1=dusk, 2=night)

ROBOTRON X

Instant Power Ups

At any time during the game—not while paused—you can make power-up items appear on demand, right next to your character. Just enter one of the codes shown below, do them quickly for best results. Each code can only be used five times in each stage. Note that the codes are shown as if you are using the default configuration for a single controller; if you're using another configuration just remember that △ means Fire Up, □ is Fire Left, ○ is Fire Right and × is Fire Down

Shield—**Down, Left,** □, ○
Two-Way Weapon—**Up,** △, **Up,** △
Three-Way Weapon—**Right, Right,** □, ×
Four-Way Weapon—**Down, Down, Up,** ○
Pulse Wave—**Up,** ○, **Down, Right,** ×
Speed Up—**Left, Left, Right, Right,** △
Flamethrower Weapon—**Down, Right, Down, Right,** ○

SHELLSHOCK

Cheat Menu

Access the main title screen and press **Up, Down, Left, Right, Down, Down, Right, Right,** □. You'll hear a piano melody and the screen will change to a photo of the game's characters with a cheat menu below. Press **Left** or **Right** at the "Starting Level" option to start at any stage, or use the other options to watch all of the full-motion video footage in the game, listen to the music and sound effects or see the credits.

Invincibility

Start a game, then—as soon as you're in the tank—press **SELECT** and choose "Abort Game". When the title screen appears for the second time, press **Up, Up, Up, Down, Down, Down, Right, Right,** △. You'll hear a musical signal to confirm the code. Now start the game and watch your armor gauge, it will go down when you get hit, but when it runs out it will fill right back up again

SKELETON WARRIORS

Invincibility

At any time during the game, press **START** to pause, then press **Down,** ○, □, ↓, **Up,** ×. Unpause the game and you'll find that your character is semi-transparent and he cannot be hit by enemy attacks.

SLAM 'N JAM '96 FEATURING MAGIC & KAREEM

Secret Teams

At the main menu—the one that says "Exhibition Game/ New Season" etc.—press **Left, Right, Up, Down, R1, L1,** □, **Down,** you'll hear a buzzer. Now immediately press **Left, Right, Up, Down, R1, L1,** □, **Up,** you'll hear another buzzer. This code adds two new teams to the available list: the "Left Field" team (starring the game's designers) and the "Monsters" team

Big Head Mode

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press × or **START**, as the screen disappears, *immediately* tap the **L1** button quickly and repeatedly until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that all of the players now have swelled heads like Shaq

Small Player Mode

As above, get to the the second "Scouting Report" screen, highlight "Continue" and press × or **START**; as the screen disappears, *immediately* tap the **R1** button quickly and repeatedly until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that all of the players are now tiny like puppet-Penny

Shot Percentage Indicator

As above, get to the the second "Scouting Report" screen, highlight "Continue" and press × or **START**, as the screen disappears, *immediately* press and hold the **L1** button until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game. Now whenever a player takes a shot, you'll see an on-screen percentage indicator that tells you how likely the shot is to go in

SLAMSCAPE

Invincibility

During the game, hold the **SELECT** button and press □, □, ○, ○, ↑, □, △.

Level Passwords

Uranumania—△ × × □, ○ △ × △
Repsychler—× ○ ○ △ □, □ ○ ×
Endless Bummer—× △ × ○ △ □ ○ ×
Viva Los Vagrantes—○ △ × △ × □ □ △

Movie Passwords

Entrance to Uranumania—○ ○ ○ △ △ △ △
Entrance to Repsychler—○ ○ ○ × △ × □
Entrance to Endless Bummer—○ ○ ○ □, □, □ △ ×
Entrance to Viva Los Vagrantes—○ ○ ○ × × × □
Game Over/Death—○ ○ ○ ○ △ ○ × □
Game Over/You Win—○ ○ ○ △ × × △ ○
Credits—○ ○ ○ ○ × × △
Exit (quit)—○ ○ ○ △ △ ○ ×

SPIDER: THE VIDEO GAME

Laboratory Passwords

Lab Floor—1 FMLC 939GP R8F8 F7KT1
Sinks—CHMLC 939GP R8F3L WGTS3
Lab Top—86MLC 939GP R8F3V RQS54
70's Room—FW1MC 939GP R8F3B F7KT1

Factory Passwords

Boxes—FW1MC 939GP R8F36 DTT53
Conveyors—8SRMC 939GP R8F3V TKKT1
Machine Room—WDRQC 939GP R8F3L M8595
Tubes—8WV5L 939GP R8F36 DTT53
Mechanical Arm Boss—8WV5L 939GP R8F3G 1QJB4

City Passwords

Down the Street—9WV5L 939GP R8F3L RT6S4
Side of Building—6SXXS 939GP R8F3L RT6S4
Park—W9PNT 839GP R8F3B 9LVS3
Under the Street—N7KB3 Y19GP R8F3V 95HR5
Along the Street—N7KB3 Y19GP R8F3G GK4T3

Museum Passwords

Display Cases—P7KB3 Y19GP R8F3B PFGC3
Volcano—G7KB3 Y11GP R8F3B PFGC3
Dinosaur Bones—H7KB3 Y1QFP R8F3Q X5DS4
Model City—J7KB3 Y1GWP R8F31 766D1
Temple—K7KB3 Y1B1S 5BF3Q X5DS4
Museum Boss—K7KB3 Y1B1S 5BF3B TQBB4

Sewer Passwords

The Well—V7KB3 Y1B1S 5BF3Q S7QC1
Along the Sewer—W7KB3 Y1VBV P8F3L C1M95
Food Carton—X7KB3 Y1VLN 7BF31 CH1C3
Up the Well—Y7KB3 Y1VV1 6QF3Q S7QC1
Ryan's World—Q7KB3 Y1LDR TQD3L KCOT1

Evil Lab Passwords

Circuit Boards—Q7KB3 Y1LDR TQD3L CQSR3
Lab Top—R7KB3 Y118H 56T1W TY4R4
Hard Drives—S7KB3 Y118H 56T1T CQSR3
Brian's Folly—T7KB3 Y118H 56TIF NY4R4
On the Ceiling—T7KB3 Y118H 56TIT C4LD1
Kip's Bonus—68KB3 Y118H 68TI5 1P6C4
Brain Boss—68KB3 Y118H 56T T MVM35

STAR GLADIATOR

Big Heads and Feet

Just before a round begins, hold **Right + START** + □ + ○ until the fighters appear. Your character will have a giant head and enormous feet. This only lasts for one round, but you can do it in any round if you get the buttons held down before the round begins. If you hold those same buttons with **Left** instead of **Right**, your character will have a tiny head

Wall Mode

Beat the game once with any character and get the best ending. When you return to the option menu, you'll find a new Wall Mode option, which puts a wall around the ring. You can't get a "Ring Out" in this mode, but you can knock your opponent through the wall if you finish him or her with a strong attack near the edge of the ring.

Zelkin Transform Combo

When playing as Zelkin, do his Plasma Combo, then immediately press A, A, Forward, Guard, B. Zelkin should begin to transform. Press A to turn left, B to turn right, Kick to change size and Guard to stop transforming

Change Camera Angle

Immediately after winning a fight, hold ○ + × before your character goes into his or her victory pose. During the pose, keep holding those buttons and press □ to zoom in, △ to zoom out and use the D-pad to change the camera angle

Night Fighting

Before a fight begins, hold **L1 + L2 + Down**. You'll be fighting at night.

Fight "Real Bilstein"

Play in Arcade Mode and beat all of the characters before the timer reaches six minutes (or three minutes if playing one-round battles). After you fight Bilstein, you'll face the glowing "Real Bilstein"

Fight Kappah

If the timer is exactly at 00 when you defeat your third opponent in arcade mode, Kappa will appear as the fourth opponent.

Play as Bilstein

At the character-select screen in arcade mode, highlight Hayato, hold **SELECT**, move the cursor all the way over to the right to Gore and press ×, ○, ×, ○, □, □, □, △, △, △, then ○ + × simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press **Right** to find Bilstein

Play as Kappah

Note: You must enter the "Play as Bilstein" code above before you can play as Kappah. At the character select screen in arcade mode, highlight Bilstein, hold **SELECT**, move the cursor all the way over to the left to Hayato, then press ○, □, △, □, ×, □, △, □, ○, , then △ + × simultaneously. You'll hear a signal to confirm the code and another arrow will appear. Press **Left** to find Kappah.

Play as Blood

Note: You must enter the "Play as Kappah" code above before you can play as Blood. At the character-select screen in arcade mode, highlight Hayato, hold **SELECT**, move the cursor left to Bilstein, press ×, □, ×, ↓, ×, ↓, then press **Right** to highlight Kappah and press ○, △, ○, △, ○, △, △, then press **L1 + R1** simultaneously. You'll hear a signal to confirm the code and Blood will appear to the right of Kappah.

STAR WARS: DARK FORCES

Cheat Menu

At any time during gameplay—not while paused—carefully press **Left,** ○, **Right,** ○, ×, **Down,** ○, ×. A cheat menu will appear that allows you to max out your health or weapons, become invincible, see the full map and more.

STAR WARS: REBEL ASSAULT II

Stage Passwords

Choose "Enter Passcode" at the Options menu and input one of the following passcodes to gain access to all of the game's stages, including the ending sequence

Easy Difficulty Level—× ○ × ○ × △
Medium Difficulty Level—× × △ ○ × △
Hard Difficulty Level—△ □ □ □ × △

STARBLADE ALPHA

Rapid Fire

At the main title Screen, press **Up, Up, Down, Down,** ○, △, □ while the title letters are flying together. If done correctly, you will hear a muffled explosion sound. Begin your game and press the × button to access the rapid-fire laser

STREET FIGHTER ALPHA

Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered *very quickly*. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**

M. Bison (Player 1)—Hold the **L2** button and press **Left, Left, Down, Down, Left, Down, Down,** then □+△ simultaneously

M. Bison (Player 1)—Hold the **L2** button and press **Right, Right, Down, Down, Right, Down, Down,** then □+△ simultaneously.

To choose the alternate-color Bison, end the code by pressing ×+○ simultaneously instead of □+△.

Akuma (Player 1)—Hold the **L2** button and press **Left, Left, Left, Down, Down, Down,** then +△ simultaneously

Player 2—Hold the **L2** button and press **Right, Right, Right, Down, Down, Down,** then +△ simultaneously

To choose the alternate-color Akuma, end the code by pressing ×+○ simultaneously instead of □+△.

Dan (both players)—Hold the **L2** and **R2** buttons and press △, □, ×, ○, △.

To choose the alternate-color Dan, hold **L2** and **R2** and press △, ○, ×, □, △.

STREET FIGHTER ALPHA 2

Play as "Classic" Chun-Li

At the character-select screen with the "shortcut" turned off, highlight Chun-Li, hold the **SELECT** button for at least three seconds, then press any button to choose her before releasing **SELECT**. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*, now her fireball is a "charged" move

Play as "Shin" (True) Akuma

At the character-select screen with the "shortcut" turned off, highlight Akuma, hold the **SELECT** button for one second, release it, then move the cursor to the following characters in order, stopping for about a

second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold **SELECT** for one second, then press an action button to choose Akuma before releasing **SELECT**. The D-pad directions for the above pattern is as follows: Start at Akuma, then **Down**, **Right**, **Right**, **Down**, **Left**, **Down**, **Left**, **Down**, **Right**, **Right**, **Right**.

Fight Against "Shin" (True) Akuma
Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side). Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not re-appear.

Mid-Level Bosses
Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

Choose a Victory Pose
After you defeat your opponent—but before the "K.O." symbol appears—hold the **SELECT** button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, however.

STREET FIGHTER: THE MOVIE

Play as Akuma
This cheat works in all modes except the "Movie Battle". To do it, you must press **Up**, **R1**, **Down**, **L2**, **Right**, **L1**, **Left**, **R2** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

SUPER PUZZLE FIGHTER II TURBO

Play Against Devilot
To play against Devilot in a one-player game, you must accomplish five different things:
1. Defeat an opponent within one minute in one round.
2. Have at least one Super Combo.
3. Have a "Max. Chain" of 4 or more.
4. Have a "Max. Power Gem" of 20 or more.
5. Reach Stage 7 without using any continues.

Play Against Dan
To play against Dan in a one-player game, you must accomplish five different things:
1. Never defeat an opponent within one minute in one round.
2. Never perform a Super Combo.
3. Have a "Max. Chain" of 3 or less.
4. Have a "Max. Power Gem" of 18 or less.
5. Use at least one continue before reaching Stage 7.

Secret Characters
Each of the following codes works at the character-select screen in all modes except Street puzzle mode.
Akuma (Player 1)—Highlight Morrigan, hold **SELECT**, press **Down**, **Down**, **Down**, **Left**, **Left**, **Left**, ○
Akuma (Player 2)—Highlight Felicia, hold **SELECT**, press **Down**, **Down**, **Down**, **Right**, **Right**, **Right**, ○
Dan (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left**, **Left**, **Left**, **Down**, **Down**, **Down**, ○
Dan (Player 2)—Highlight Felicia, hold **SELECT**, press **Right**, **Right**, **Right**, **Down**, **Down**, **Down**, ○
Devilot (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left**, **Left**, **Left**, **Down**, **Down**, **Down**, ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)
Devilot (Player 2)—Highlight Felicia, hold **SELECT**, press **Right**, **Right**, **Right**, **Down**, **Down**, **Down**, ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)
Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right**, ○
Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold **SELECT**, press **Left**, **Left**, ○
Anita (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right**, **Right**, ○
Anita (Player 2)—Highlight Felicia, hold **SELECT**, press **Left**, ○

Stage Select
In Vs. Mode, choose your character, then hold **L2** + **R2** + **SELECT** and choose your handicap. Then, while you're still holding the buttons down, press one of the following buttons to choose your favorite stage.
Donovan's stage—Press ○
Hsien-Ko's stage—Press ×
Sakura's stage—Press △
Felicia's stage—Press
Akuma's stage—Press **L1**
Devilot's stage—Press **R1**
Morrigan's stage—Press **Up**
Chun-Li's stage—Press **Down**
Ryu's stage—Press **Left**
Ken's stage—Press **Right**
Dan's stage—Don't press any button

TEKKEN

Galaga Secrets
To continue playing the *Galaga* loading game as many times as you wish, just press the **SELECT** button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the **L** and **R** buttons on top of the controller. Holding the △ button gives you rapid fire.

Double Ships
There are two ways to get twin ships in the mini-*Galaga* game.
Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game.
Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold **Up**, **L1**, △ and × on Controller 2 until the *Galaga* game starts. Now you can use the twin ships on the first wave.

Secret Character: Devil Kazuya
To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the *Galaga* game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the **START** button to choose his evil alter-ego.

Play as the Boss
You've probably noticed the extra characters that you can earn in *Tekken* by beating the game in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him or her. If you beat the game with all eight characters, you'll earn an additional eight hidden characters to use in Arcade or two-p ayer mode. To earn the big boss, Heihach, as a playable character, you must beat the game with any character in Arcade mode without continuing. You may find it easier to do this if you visit the option menu and set the round time to 20 seconds, it also helps to choose one-round battles.

Hidden Character Demos
With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this, hold down the buttons as shown while the game is in demo mode.
Kazuya: Hold ↑ on the D-pad
Paul: Hold ↗ on the D-pad
Law: Hold → on the D-pad
Jack: Hold ↘ on the D-pad
Nina: Hold ↓ on the D-pad
King: Hold ↙ on the D-pad
Yoshimitsu: Hold ← on the D-pad
Michelle: Hold ↖ on the D-pad
Heihachi: Hold L1+L2+R1+R2
Lee: Hold L1+L2+R1+R2+↑ on the D-pad
Kuma: Hold L1+L2+R1+R2+↗ on the D-pad
Wang: Hold L1+L2+R1+R2+→ on the D-pad
P. Jack: Hold L1+L2+R1+R2+↘ on the D-pad
Anna: Hold L1+L2+R1+R2+↓ on the D-pad
Armor King: Hold L1+L2+R1+R2+↙ on the D-pad
Ganryu: Hold L1+L2+R1+R2+← on the D-pad
Kunimitsu: Hold L1+L2+R1+R2+↖ on the D-pad
This also works on Controller 2. For example, if both players hold all four **L** and **R** buttons on top of both controllers, the demo will show Heihachi fighting Heihachi.

Mystery Fruits
At the Test Modes menu, set the "2P Game Wins Shown By" option to "Fruit". Now start a game in Arcade Mode, but join in with Controller 2 whenever a one-player fight starts. Let one player win over and over again to see the fruit counter in the corner of the screen change to different wacky symbols. At the 25th battle, a "Special Flag" symbol appears. This icon has special significance; it appears in several classic Namco arcade games. You'll also see some characters from *Pac-Man* including the dot-eater himself.

TEKKEN 2

Hidden Characters
When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya; beat him and he, too will become a playable character. Beat the game as Kazuya and you will face Devil, defeat him to add Devil and Angel to your ranks. Finally, when playing in one-player mode, you must win Stage 3 with very little energy left; you'll hear the announcer say, "Great!" if you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either **Kick** button; to choose Angel, highlight Devil and press either **Kick** button. Note. You must have earned all of these characters to perform any of the following tricks:
• Kazuya's Purple Suit
Highlight Kazuya and press **START** to see his slick purple suit. This works in every game mode except Team Battle and can only be used by one player in a two-player game.
• Super-Deformed Characters
Hold the **SELECT** button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.
• *Punch-Out!!* Mode
Hold the **L1** and **L2** buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wire-frame, just like Nintendo's classic *Punch-Out!!* arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent.
• Super Juggle Mode
Hold **SELECT** and **Up** on the D-pad before the "Vs." screen appears, when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your opponent go up in the air, they will go much higher, which makes juggling more interesting.

TEMPEST X3

Power-Up Swarm
At the start of a stage in "Tempest X3" mode, shoot the first creature and fire your superzapper before the power-up reaches the top of the playfield; do *not* collect this first power-up. Now play normally and you will receive power-up items from nearly every enemy you shoot.

Cheat Codes
At any time during the game—at the title screen, menus or during the game—hold **L1**, **R1**, △, ○, **START**, **SELECT** and **Up/Left** on the D-pad. You'll hear a loud grinding noise to indicate that the master cheat code is in place. Once you've done this, you can do any of the following tricks during the game
• Level Skip—Hold **R1** and tap **L1**, then fire your superzapper. The screen will be cleared and you will advance to the next stage immediately.
• Trippy Mode—Hold **L2** + **R1** + △ + × and press **Up**. The graphics will leave freaky trails of light on the screen; perfect for those mind-altering experiments at your next party.
• .MOD Music—Hold **L2** + **R1** + △ + × and press **Right**. The music will change to the .MOD music when you start the next stage.
• Remix Music—Hold **L2** + **R1** + △ + × and press **Left**. The music will change to the remix music when you start the next stage.
• A.I. Droid—Hold **L2** + **R1** + △ + × and press **Down**. You'll hear the A.I. droid say "Attack!". Now if you can make it to through the current stage without losing a life or using the Level Skip cheat, the first power-up that appears in the next stage will give you the A.I. Droid.

High Score Trick
At the three-character High Score entry screen, enter your initials as "GAY". The blue shape in the background of the High Score screen will be changed to a spinning pink triangle.

Hidden Game Modes
Play until you earn the top spot on the High Score table; you must earn over 500,000 points to get there. Once you do this, the game will ask you to enter a five-character name in addition to the usual three-letter initials. Enter your name as "H_V_S", those are spaces in the second and fourth positions. Save the game to your memory card. Now you'll find two new game modes at the main menu, "Tempest Plus" and "Tempest 2000"

TETRIS PLUS

Stage Select
Choose Puzzle Mode and select the "Password" option. As soon as the password screen appears, press **Down**, **Down**, **Right**, **Up**, **Up**, **Right**, **Up**, **Up**, **Right**, then repeat that same sequence of directions again. Now press the × button; when the game starts, a stage-select menu will appear.

TOKYO HIGHWAY BATTLE

9,999,999 Points
When the Jaleco logo starts to appear during the game's loading sequence, press and hold **L1** + **L2** + **R1** + **Down** + **START** on Controller 2. After the Jaleco logo disappears and the full-motion video scene starts, press **START** on Controller 1, or simply wait until the title screen appears; in either case, you must not release the buttons on Controller 2 until the title screen starts to appear. Now start a game in Scenario mode; when you enter the Speed Shop, you'll have 9,999,999 points to spend on any car modification you want.

Scenario Mode Tricks
Once you've beaten the game at least once in Scenario Mode, you'll be able to access these extra features:
• Car Color Change—At the car select screen, press **R2** on Controller 1 to change the car's color or add racing stripes.
• Race the Drift King—Enter the "Vs. CPU" mode and you'll be able to race against the Drift King.
• Change Speedometer—During a race, press **L1** on Controller 2 to change the speedometer to white.
• Best Time/Lap Indicators—During a race, hold **Up** and press **SELECT** to see the best lap or best time records.

TOMB RAIDER

Access All Weapons
During the game, press **SELECT** to access the inventory screen, then press **L1**, △, **R2**, **L2**, **L2**, **R2**, ○, **L1**. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons. Note: This code only works while you're using Control Method 1. If you're using Control Method 2 or 3, just press **Down** at the inventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the code as described above; once you've got the weapons, you can switch back to your preferred control method and continue the game.

TOTAL ECLIPSE TURBO

Full Power Up

During any stage, press the **START** button to pause, then select "Options" to return to the main menu. Highlight the "Play Game" option and be sure the window displays the words, "Press X to select options and resume." Now you must enter the following code very quickly: △, ↓, ○, □, △, →, **L1, L1+R1, SELECT, SELECT.** (Note: The plus sign means that the **L1** and **R1** buttons must be pressed at the same time.) You'll hear a sound to confirm the code and a scary skull will appear in the window. Next, press △, ↑, **L1, L1, L1,** □, △ very quickly; you'll immediately return to the game with ten ships, ten plasma bombs and ten continues.

Stage Select

At the main menu, highlight the "PASSWORD" option and enter the following code: Hold **SELECT**, press △, **L1**, □, release **SELECT**, press △, **L1**, □, △, **L1**, □. You'll see the Crystal Dynamics logo appear in the window along with a stage-select menu; choose your starting stage by pressing **Left** or **Right** on the D-pad and you're ready to warp.

TWISTED METAL

Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages, to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding **START** and pressing **Up** or **Down** until you see the helicopter view

○ △ □ ○ ○—Warehouse District Warfare
× □ □ △ △—Freeway Free For All
× △ □ ↑ ↑—River Park Rumble
× □ △ △ △—Assault on Cyburbia
△ × ○ ×—Rooftop Combat—The Final Battle
△ × ○ □ △—Battle with Minion
△ ○ □ □—Secret Level: The Fight of Your Life
△ _ □ ○ ○—Infinite Weapons
↑ △ × _ ○—Invincibility
○ ○ △ × _—Helicopter Camera Angle

TWISTED METAL 2

Advanced Attacks

These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information.

Napalm—**Right, Left, Up**
Freeze Burst—**Left, Right, Up**
Drop Mine—**Right, Left, Down**
Rear Attack—**Left, Right, Down**
Shield—**Up, Up, Right**
High Jump—**Up, Up, Left**
Invisibility—**Right, Down, Left, Up**

Secret Vehicles

At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones:

Sweet Tooth—**Up, L1, △, Right**
Mimion—**L1, Up, Down, Left**

Secret Stages

At the "Choose Battleground" screen in two-player mode, enter one of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.

"Assault on Cyburbia" stage from *Twisted Metal*—**Down, Up, L1, R1**
"Rooftop Combat" stage from *Twisted Metal*—**Down, Left, R1, Down**
"Suicide Swamp" stage from *Jet Moto*—**Up, Down, Right, R1**

VIEWPOINT

Invincibility

Press **START** to pause the game, then press →, ○, △, **Right, Left, Down, R1, L2, R2, L1.**

Stage Skip

Press **START** to pause the game, then press →, □, ○, ○, △, ×, →, **Up, Up, Down, Down, L1, R1, SELECT**

VTENNIS

Secret Characters

At the character-select screen, highlight any character and press **L2, L2, R1, R1, R1, Down,** △, △, △, △, ×. You'll hear a kung-fu movie shout ("Atoo!") to confirm the code. The character you highlighted will appear as your choice, but when the game begins, you'll see that you are now controlling a secret character called Mattox. He's fast, he's strong, he's skilled and he yelps like Bruce Lee each time his racket touches the ball.

To find a female secret character, access the character-select screen and highlight any player as before. This time, hold **L1, R2, Up** and →, then, while holding those buttons down, press ×. You'll hear a little "Yelp!" to confirm the code. When the match starts, you'll be controlling Aversa, a female character with the skills of Mattox.

WARHAWK

Special Access Codes

Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps.

CHEAT CODES

_ ○ □ × □ △—Preview the Epilogues
_ ○ □ △ × × □—Check the Special Upgrades
△ × _ ○ ○ × △ □—Preview the Movies
× ○ □ □ × △ ○ △—Kali Mode (Powered-Up Weapons)
○ □ □ △ × △ △—Thor Mode (9999 Flash Bombs)
△ △ □ △ □ △ △ ×—Infinite Weapons
○ ○ ○ _ × △ × ×—*Warhawk* A-Lab-Mode (Infinite Weapons + Invincibility)

STAGE CODES

△ _ □ × △ × × □ ↑ ↑—Desert Level
△ □ × △ ○ □ ○ ×—Pyramid Has Risen
△ ○ × △ ○ ○ ×—Desert is All But Done
○ △ △ × ○ ○ □ □—Canyon Level
○ _ ○ _ × ○ ○ △—In the Canyon with Amber
○ △ × □ ○ □ △ △—In the Canyon with Belle
○ □ △ □ △ △ △ □—In the Canyon with Crystal
○ ○ ○ □ △ △ _ △—Approaching Uma
× △ × □ □ △ □ △—Airship Level
× ○ △ △ ○ ○ ○ ×—Post-Transformation Airship
× □ △ ○ × △ —Airship Rear Hangar is Open
△ × × × △ ○ —Volcano Level
× ○ △ ○ □ △—Volcano Boss is Active
△ ○ △ ○ △ × □ —Gauntlet Level
△ ○ × △ ○ × △ —East Gauntlet Boss
△ ○ □ ↑ □ ○ ○ ×—West Gauntlet Boss
△ ○ □ △ △ × _ △—In with the Gatekeeper
△ × △ □ × ○ ○—Storm and
△ × × _ ○ □ ○ ×—Above 1st Force Field
△ × △ △ △ × ○ △—Above 2nd Force Field
△ × □ ○ △ × △ □—Above 3rd Force Field
△ × □ △ ○ □ × ×—Kreel's Door is Open
△ × △ □ □ □ × △—Face-to-Face with Kreel

WILLIAMS ARCADE'S GREATEST HITS

Secret Sounds

Turn on the PlayStation without a CD inside. When the main menu appears, choose "CD Player", now put in the *Arcade's Greatest Hits* CD and you will see two tracks. Move to track 2 and press a button to play it. You will hear over five minutes of sounds from *Mortal Kombat 3*

WIPEOUT

Secret Track

Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R1, L1, Right, START,** and ○ and press ×. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race on Mars

Rapier Class

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R2, L2, Left, START** and **SELECT** and press ×. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.

WIPEOUT XL

Secret Team

At the main menu, hold **L1 + R1 + SELECT** and press ×, ×, ×, ○, △, □. The Piranha team will become available at the Team menu.

Access All Tracks

At the main menu, hold **L1 + R1 + SELECT** and press →, ○, △, ○, □. Now access the Class and Track menu to find that all of the tracks in each racing class have become available—including the secret Phantom class. (If you wish to activate the Phantom class without using the "Access All Tracks" cheat, just hold **L1 + R1 + SELECT** and press △, △, △, ○, ○, ○.)

Infinite Energy

During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press △, ×, ↑, ○, △, ×, □, ○.

Infinite Time

During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press △, □, ○, ×, △, □, ○, ×

Infinite Weapons

During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press ×, ×, →, ↓, ○, ○, △.

Mini-Gun

During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press →, ○, ×, □, ○, ×, △.

Passwords

Enter the following passwords to access two new Race Type options:

Challenge I—_○↑ △ ○ △ △ ○ _ □ □ △ ×

Challenge II—□ ○ △ ○ △ × _ □ × △ △ × ○

Funny Ships

Turn the PlayStation on and hold **L1 + R2 + SELECT + START** until the copyright screen appears. When the game loads, you'll find that the vehicles have been changed to a slug, a pig, a flying saucer and other weird shapes

WWF IN YOUR HOUSE

Cheat Codes

At any time during the game, press the **START** button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one:

Charge Combo meter with one hit—**R1, L2, R2, L2, Right**
Increase damage of each attack—**Up, Up, L1, L2, Down**
Decrease damage of each attack—**Down, Up, L2, Right, Left**
Turn off computer control of opponents—**Left, Left, Up, Down, R2**
Automatic Superpins—**Down, Down, Down, Down, L1**

WWF WRESTLEMANIA, THE ARCADE GAME

Cheat Codes

At any time during the game, press the **START** button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one

Invincibility—×, △, **R2, Up**
Stop the Timer—×, △, **R2, Left**
Super Strength—×, △, **L2, Down**
Weaken Opponent—×, △, **L2, Right**
Cancel Active Cheats— _, ○, △, ×

Combo Code

At the player select menu, hold the **L1** and **R2** buttons and press →, ×, ○, △. The word "Combo!" will appear under your wrestler's photo. Start the game and you'll find that your combo meter is always lit, even after you've just finished a combo. Note: In a one-player game, this code affects both wrestlers. However, if two players are registered on the player select screen, the code cannot be used by both. To get around this, have Player 1 enter the code before Player 2 joins in, then press **START** on Controller 2.

ZERO DIVIDE

Note: Some of the following tricks may require the use of a memory card. Always remember to save your data to the memory card after you play.

Alternate Character Color/Texture

Press **Up** + any button when choosing your fighter at the character-select screen

Additional Color Choices

After you have beaten the game at any skill level with any number of continues, go to the character-select screen and hold **SELECT**. Now push any other button (including the L and R buttons) to choose different character colors

Watch Mode

To watch the computer fighting itself, hold **L1+L2+R1+R2+Down** on Controller 1 and choose "VS Play."

Stage Select

When your total playing time passes the 30-hour mark, you'll hear the announcer say, "Wow!" when you return to the title screen. Now you have the option to choose any stage from the character select screen in "VS Play" mode

Hidden Comic Strip

First, beat the game in "Easy" mode without continuing. Once you've done this, highlight "Option" at the title screen, then grab Controller 2 and hold **L1+L2+R1+R2+START+SELECT**; you'll see a secret NECO comic strip

Secret Bosses

To fight against XTAL, you must play all the way through the game with all eight characters—including ZULU—without using a continue.

To fight against NECO, you must play through the game as XTAL without using a continue; then, when the XTAL icon comes down from the top of the screen at the pre-fight map screen, hold **L1+L2+R1+R2**, then **SELECT**, then **START**. The text box will say "XTAL" but you will really be fighting against NECO

Boss Codes

To play as ZULU, you must defeat the game at any difficulty setting with all of the characters, one at a time

To play as XTAL, you must defeat the game at the "Normal" or "Hard" difficulty setting without using a continue; you must also defeat XTAL.

To play as NECO, you must play as XTAL or ZULU and defeat the game at the "Normal" or "Hard" difficulty setting without using any continues

Flat-Shaded Turbo Mode

The coolest *Zero Divide* cheat has two steps. You must play the game until your total playing time is over 100 hours, and you must have performed a five-hit combo at any time. Once you've met both of these requirements, go to the Option menu, highlight the "Match Point" option, hold **L1+L2+R1+R2** on Controller 1 and press **Down**. You'll see the words "Shadow Obj" appear in the corner of the screen, just above the save counter. With this option in place, start the game and get ready for a surprise. The "Shadow Obj" option allows you to play the game with characters made of flat-shaded polygons instead of texture-mapped polygons; it also eliminates the background graphics. Not only does the game look different this way, but because the PlayStation is freed up from having to process all of those flashy texture maps, you'll find that the game's speed has been tripled, maybe even quadrupled! To disable the "Shadow Obj" option and return the game to normal, just highlight "Match Point", hold **L1+L2+R1+R2** and press **Down** again

Hidden Game

Put *Zero Divide* into your PlayStation, hold the **SELECT** and **START** buttons on Controller 2 and turn the **POWER** switch on. Continue to hold the buttons down while the game loads; instead of *Zero Divide*, you'll get a hidden version of *Phalanx*, a classic Super NES shooter. Use Controller 2 to play the game

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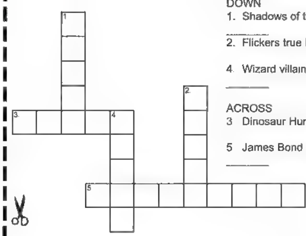

DOWN

1. Shadows of the Empire villain. ________
2. Flickers true love is ________.
4. Wizard villain from Guardian Heros ________

ACROSS

3 Dinosaur Hunter ________

5 James Bond movie coming to N64 ________

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ALIEN TRILOGY

Level Skip

Go to the password screen and enter the password "FLYTO" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "FLYT034". Highlight "Accept" and press **A**; you'll see the words "CHEATS ACTIVATED" on the screen Now quit to the title screen and choose the "Press Start Button" option to start at the level you chose. If you enter the password "FLYT035", you'll see the video sequence from the end of the game

Cheat Codes

Go to the password screen and enter one of the following passwords, then highlight "Accept" and press **A**; you'll see the words "CHEATS ACTIVATED" on the screen Now quit to the title screen and start the game and you'll have the benefits of the cheat codes as follows:

- Enter the password "FVNKYG1BB0N"; you'll be invincible
- Enter the password "F1SH1NGF0RGVNS", you'll have all of the game's weapons in your inventory
- Enter the password "F1LLMYP0CK1TS", you'll have infinite ammo for all of your weapons

ANDRETTI RACING

Secret Cars

Choose the "Begin Career" option at the main menu and enter your name as "GO BEARS!". When the Season Setup menu appears, you'll have access to seven different stock cars instead of just one. If you enter your name as "GO BRJINS!" instead, you'll access six secret Formula 1 cars, including the cool black Team Andretti vehicle

AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else, you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

ASTAL

Restore Energy

During the game, press **START** to pause, then *quickly* tap **Down**, **R**, **Up**, **L**, **X**, **A**, **Y**, **B**, **Z**, **C**, **Right**, **Left**. You'll hear a chime to confirm the code if you've done it quick enough. When you press **START** to return to the game, the fruits in your health meter will be refilled.

Invincibility

Press **START** to pause the game, then *quickly* press **Up**, **Y**, **Left**, **A**, **Down**, **B**, **Right**, **C**. You'll hear a whistle sound to confirm the code Now when you continue the game, you'll find that you are completely invincible

Sudden Death

If you want to kill Astal and return to the beginning of a stage, simply press **START** to pause the game, then tap **L**, **A**, **R**, **C**, **B** You'll hear Astal moan; when you press **START** to return to the game, your energy will be drained and you'll have to start the current stage over.

Secret Mode + 99 Lives

Visit the "Options" menu and press **Left**, **Right**, **Left**, **Right**, **Up**, **Down**, **L**, **R**, **START** on Controller 2. (Note: This code may not work if you didn't have Controller 2 plugged in when you turned the Saturn system on.) If you enter the code correctly, you'll hear Astal shout and the words "Secret Mode" will appear at the top of the screen. Now highlight the "Lives" option and press **Right**; you'll find that—instead of being limited to just five lives—you can start the game with as many as 99

Stage Select

Enter the "Secret Mode" cheat described above. Once that code is in place, return to the title screen and press **Up**, **Down**, **Left**, **Right**, **L**, **R**, **A**, **Y**, **C**, **Z**, **B**, **X** on Controller 1 while the words "Game Start" and "Options" are visible You'll hear an exclamation from Astal to confirm the code and a new option called "Stage Select" will appear. Choose this item to select your starting level

BAKU BAKU ANIMAL

League Mode

At the title screen—while the words "Press Start Button" are flashing on the screen, spell the game's title with the controller by pressing **B**, **A**, **C**, **Up**, **B**, **A**, **C**, **Up**. You'll hear a chorus of voices shouting to confirm the code Now advance to the Main Menu and you'll find a new option called "League Mode" Here are rough translations of what the menu items say at the League Mode screen

- Game Start: Start a game in League Mode. When you choose this item, you'll get a menu that asks you to select the names of the two people who will be competing. If you have not registered your name for League Mode play (see below) you must choose name 6, a generic name which will allow you to play without any records being saved. The last two items at the bottom of the play menu are "View Records" (see description below) and "Return to League Mode Menu".
- Name Entry. Choose from one of five save slots and enter your name. Move the cursor to the "ABC" item and you'll be able to enter your name with the standard alphabet instead of the default Japanese Hiragana characters The three-character item in the upper right corner says "backspace" and the one in the lower right corner means "done"
- Delete Name: Use this option to remove any of the registered names from the machine's memory. When you select a name to delete, a small menu will come up which asks you to confirm if you really want to remove the selected player and all of his or her records from the league; choose the top item to say "Yes".
- View Records: Use this option to check your stats. The first screen shows your winning percentage, highlight your name and press **A** or **C** to view your win/loss records against each player
- View Records / Return to Main Menu The next-to-last menu item brings up a quick description of how the League Mode works, there's really nothing here that you can't figure out on your own just by playing the game in League Mode for a while The last option at the League Mode menu takes you back to the Main Menu.

BATTLE ARENA TOSHINDEN REMIX

Select Gaia, Sho and Cupido

There are two ways to play as these characters. The harder way is to beat the game on normal settings, the easy way is to go to the "Press Start" screen and enter the following code. **Up**, **Down**, **X**, **B**, **A**, **Y**, **C**, **Z**, **START**. Gaia and Sho are now accessible at the character select screen. To play as Cupido, highlight Sho and hold **Up** on the D-pad while selecting him. Note: Hidden characters will appear in all modes except Story Mode.

Big Heads

To change the fighters in *Toshinden Remix* into super-deformed bigheads, just hold the **L** and **R** buttons at the main menu when choosing any game mode When the fighting begins, you'll see that both characters have enormous heads

Custom Camera

Press **START** during a battle to pause the game. Choose "OPTIONS"; then, at the options menu, highlight any option *except "Exit"* and hold the **L** button. While holding **L**, move the cursor to "EXIT" and press the **R** button. The game will still be paused. Now you can control the camera angle with the following buttons.

L—Rotate the playfield clockwise

R—Rotate the playfield counter-clockwise

D-pad—Pan the camera up, down, left or right

Y—Zoom in

X—Zoom out

Press **START** to bring the "Pause" menu back. Note that this trick will stay active for the rest of the round; that is, if you want to play with the polygons again, just hit **START** and you'll be back in the "custom camera" mode

BATTLE ARENA TOSHINDEN URA ULTIMATE REVENGE ATTACK

Boss Code #1

At the title screen—while the words "Press Start Button" are flashing—press **A**, **B**, **Z**, **X**, **Y**, **C**; you'll hear a chime to confirm the code Now the bosses Wolf and Repli are playable characters in the one-player and Vs. modes.

Easy Super Attacks

With the "Boss Code #1" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press **A**, **Z**, **C**, **X**, **B**, **Y**; you'll hear a chime to confirm the code. Now you can perform a super attack at any time by pressing **Z** + **C** simultaneously.

Boss Code #2

With the "Easy Super Attacks" code in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press **A**, **Y**, **C**, **X**, **B**, **Z**; you'll hear a chime to confirm the code. Now the bosses Sho and Verm are playable characters in the one-player and Vs. modes.

Secret "Option 2" Menu

With the "Boss Code #2" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press **A**, **X**, **Y**, **Z**, **C**, **B**; you'll hear a chime to confirm the code. Now press **START** to access the main menu, highlight "Option", hold the **R** button and press **START**. A secret "Ura Option 2" menu will appear, allowing you to turn off ring-outs, become nearly invincible, change the game's effects and much more.

"URA" Mode

At the title screen—while the words "Press Start Button" are flashing—press **A**, **B**, **C**, **C**, **C**, **X**, **Y**, **Z**, **Z**, **Z**; you'll hear a chime to confirm the code. Now press **START** to access the main menu, highlight "1P Game", hold the **R** and **Y** buttons and press **START**. Now you're playing in "URA Mode", which has crazy surprises in every battle. Look at the messages on the top of the screen during each fight to get clues about what has changed; some battles have fireballs flying around randomly, others last just three seconds ..you may even find yourself controlling your opponent

BATTLE MONSTERS

Battlefield Select

In Vs. mode, choose your character with the **A** or **C** button and continue to hold the button down as the character-select screen fades A stage select menu will appear, allowing you to choose which stage you'd like to fight in.

BLACKFIRE

FMV Fiesta

To watch all of *BlackFire*'s full-motion video sequences, enter the following code while the words "PRESS START BUTTON" are flashing on the title screen: **Z**, **A**, **Z**, **A**, **B**, **A**, **B**, **Y**, **C**, **A**, **C**, **A**. The intermission scenes will automatically start up; press **A** to stop any scene and skip to the next one.

Infinite Weapons + Fuel

At the title screen—while the words "Press Start Button" are flashing—press **L**, **A**, **Z**, **Y**, **A**, **Down**, **Down**. You'll hear a voice say, "There she is! Beans and bullets on the way!" With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the **START** button to pause. When you unpause, your fuel and weaponry will be maxed out

Invincibility

Also at the title screen—while the words "Press Start Button" are flashing—press and hold **A**, then **B**, then **C**; then release **C**, then **B**, then **A**. Next, press **B**, **A**, **B**, **Y**, then hold **X**, press **Up**, press and hold **Down** and release **X**. You'll hear a voice say, "You are on the wrong team." With this code in place, start the game and you'll find that your helicopter is invincible.

Stage Skip

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold **C**, then **B**, then **A**, then **Up**, then **L** Next, release **A**, then **C**, then **L**, then **Up**. You'll hear a voice say, "Black hole engaged." With this code in place, start the game and use the following commands to skip to different levels:

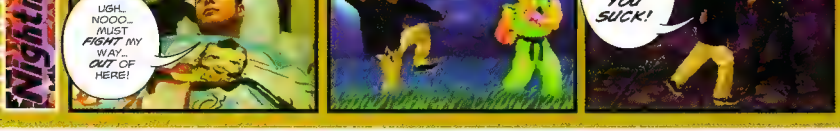
Skip ahead one level: Hold **A**, **B**, **C** and **Up** and press **L**.

Skip back one level: Hold **X**, **Y**, **Z** and **Up** and press **L**.

BUBBLE BOBBLE ALSO FEATURING RAINBOW ISLANDS

Stage Skip

Choose "Bubble Bobble" from the main menu, then—as soon as the main title



screen appears with the Taito copyright at the bottom of the screen—press **Down, Up, Down, Up, Right, Down, Left, Down, Up, Down**. If you're fast enough, the words "Debug Enabled" will appear in the lower left corner of the screen. Now you can skip levels at any time during the game by pressing the **R** button; press **L** to go back through the levels.

Secret Stages

As above, choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press **Right, Left, Up, Down, Up, Down, Up**. If you're fast enough, the words "Original Game" will appear in the lower left corner of the screen. Now you can access bonus areas after levels 20, 30 and 50 even if you die

BUG!

Stage Skip

Press **START** at the first title screen to bring up the words "Start Game" and "Options". Now press **B, A, B, Y, Down, Right, A, L, Down**. (The L represents the button on top of the controller, not **Left** on the D-pad.) You'll hear the Bug yell, "Yikes!" to indicate that the cheat is in place. Now start the game When you want to skip to the next stage, just hold the L button at any time and press **Up** on the D-pad. To warp to the previous stage, just hold L and press **Down**

CHRISTMAS NIGHTS

Date and Time Codes

The *Christmas NiGHTS* limited-edition sampler disk uses the Saturn's internal clock to change the game depending on the date and time you play the game To force any of these changes whenever you want to, access the Saturn's System Settings menu and change the date and time to get different effects. Note: It's a little known feature of the Saturn that if you load a game, then hold the L and **R** buttons and press **RESET** on the machine, the System Settings menu will appear without having to load the CD menu; when you exit, you'll go right back into the game. This comes in handy when testing out some of the *Christmas NiGHTS* features as follows:

- Enter dates in December or January to play in the snow with a Christmas theme.
- Enter dates from other times of the year to play with the standard *NiGHTS* settings. You'll also see Claris and Elliot's clothes change depending on the season
- Enter the date April 1 to play as Reala; this will also add a new option to the Presents menu that will allow you to plas as Reala whenever you want.

Additionally, the time of day changes the way the game appears. Set the clock for daytime and it will be daytime in the game; set the clock for nighttime and in the game it will be night Also, if you've got the date set for a time of year when there's snow in the game, you can change the snow to different items as follows.

- At 9:00 AM the snow changes to crescent moon shapes.
- At 9:00 AM the snow changes to crescent moon shapes.
- At 12:00 PM the snow changes to purple gems
- At 3:00 PM the snow changes to falling candy
- At 6:00 PM the snow changes to sparkles
- At 9:00 PM the snow changes to star shapes
- At 12.00 AM the snow changes to red hearts.

CLOCKWORK KNIGHT

999 Lives

At the title screen, press **Up**, then **Right** nine times, **Down** six times, **Left** seven times, **Z, X, Y, Y, Y, Z**.

Stage Select

Press **Left, Up, Right, Down, Down, Right, Right, Up, R** while the words "PRESS START BUTTON" are flashing on the title screen. The words "Betsy's Room" will appear, press **Up** or **Down** to change your starting stage—or, while the stage name is on the screen, press **Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, R** to add a "Last Boss" option to the list

CLOCKWORK KNIGHT 2

Boss Select

Choose "Bosses Galore" from the main menu, then, when the "Bosses Galore" title is on the screen, press **X** five times, **Y** seven times and **Z** five times. You'll see the name "Bob" on the screen. Now you can battle any boss in the game by pressing **Up** or **Down** to choose your favorite.

Hidden Mini-Games

Choose the "Bosses Galore" option; then, while the "Bosses Galore" title is on the screen, press **Up, Up, Right, Right, Down, Down, Left, Left, X, Y, Z**. You'll hear a little tune and the word "Minigame" will appear. Now choose "Start" to find the hidden "Mini-Games Corner" menu, where you can choose to play seven freaky sub-games with the little super-deformed Pepperouchau from the "Loading" screen. There's even a crazy driving game starring BaroBaro.

999 Lives

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down**. The words "Player 999" will appear on the screen, indicating that you will be playing the game with 999 lives in reserve.

Stage Select

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up**. A stage-select menu will appear. Press **Up** or **Down** on the D-pad to choose any room, then use the **X** and **Z** buttons to choose a starting stage.

See the Ending

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down**. The word "Ending" will appear on the screen Now choose "Start" to see the cinematic sequence from the end of the game, including the cast's final curtain call.

Secret Screens

Clockwork Knight 2 uses the internal clock of the Saturn to send you secret messages on special dates. Try setting the Saturn clock to January 1, February 14 or December 25 to get different title screens.

Control the Level 1 Boss

It's tough to get this code to work, but if you use the 999 Lives and Stage Select cheats, you'll have a better chance at trying. Here goes: As soon as the snake boss appears in the "Kid's Room" boss stage, you'll see a spotlight appear on him and he'll yell into the microphone. While the spotlight is on, quickly press **Left, Right+B+C, Right+B+C** on Controller 2. If you can get this code to register, you'll be controlling the boss with Controller 2 Here are the controller commands:

D-pad **Left, Right**—Move the boss left or right

D-Pad **Up, Down**—Move the boss closer or farther away

Z, C—Move the boss up or down

A, B, Y, L, R—Make boss noises

X—Toggle the room light on or off

If you press the **START** button on Controller 2, the computer will take over and go after Pepperouchau again.

Control the Level 2 Boss

You can also control the monkey boss in the "Study Room" level When the piece of paper first transforms into the monkey, he'll put his hands in the air and grunt three times. As soon as he starts to grunt, press the **START** button on Controller 2 and hold it down until he's finished grunting Now you can control the boss with Controller 2. Here are the controller commands:

D-pad **Left, Right** Make the boss face left or right

A—Make the monkey beat his chest

B—Pick up Pepperouchau and slam him to the ground (if you're close enough)

C—Jump into the air and land on Pepperouchau

COLLEGE SLAM

Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—press **Left, Up, B, Up, Down, Up, Right, C**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs", you'll find a new option called "Edit Frat" that allows you to change the Greek letters on the team insignia.

Vs Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs " screen appears and the announcer says, "Today's match-up...", enter one of the following cheats:

Quick Hands—**Left, C, B, B, Up**

Max. Power—**C, Down, C, Right**

Power-Up Goaltending—**Down, Down, Down, Up, Up, Up**

Power-Up Fire—**Left, Right, Left, Right, Up, Down, Down**

Power-Up Turbo—**Down, C, Down, Down, Up**

Power-Up Offense—**Right, Up, Down, Down, Up**

Power-Up 3-Pointers—**Up, Up, Up, C, C, C**

Power-Up Dunks—**Down, Up, Down, Up, Down, Up**

Power-Up Push—**Up, C, Up, B, Up, Up**

Push an opponent and both fall—**Up, Left, Left**

Push an opponent and only his teammate falls—**Down, C, Down, C, Down, C**

Teleport Pass—**Right, Right, Right, Up, Up, Up**

High Shots—**Up, Up, Up, Up, Up, Up, Down**

Speed-Up—**Right, Right, Right, Right, Right, Right, Left**

Display shot percentage—**Up, Up, Up, B, B, B**

Whirlwind—**Up, Right, Down, Left, Up, Right, Down**

COMMAND & CONQUER

Power-Up Codes

At any time during the game, press **START** to pause, then enter one of the following codes. When you press **START** again to unpause, you will have gained immediate access to some very powerful weaponry:

Nuclear Strike—**A, B, C, Up, Left, Down, Right, Up, Left, Down, Right, Up, A**

Ion Cannon—**A, B, C, Up, Left, Down, Right, Up, Left, Down, Right, Up, B**

Air Strike—**A, B, C, Up, Left, Down, Right, Up, Left, Down, Right, Up, C**

CYBER SPEEDWAY

Hide Gauges and Meters

At any time during a race, press **A + B + C** simultaneously. This will hide all of the gauges and meters on the screen to give you a clear view of the action

DARIUS GAIDEN

Extra Credits

At the "Game Start/Option" screen, press **X, A, L, R, Left**, then hold **L** and press **X, C, Z, A, Right, Right**. You'll hear a sound to confirm the code. Now start the game and you'll find that both players have nine continue credits instead of the usual three

Mega Fire

Also at the "Game Start/Option" screen, hold **B**, then press **Y, Right, Left, X, Z, L, R**. You'll hear an explosion to confirm the code. Now start the game and hold the fire button for super rapid-fire.

Extra Difficulty Settings

Again, at the "Game Start/Option" screen, hold **X**, then press **Z, C, L, B, Left, R, L**. You'll hear a sound to confirm the code Now enter the Option menu to find two new difficulty settings, "Very Easy" and the extremely difficult "Abnormal".

DAYTONA USA

Extra Time

On the beginner track, you'll see a slot machine with three slots Each time you pass it , press the **X** button to stop one of the slots. If you get three 7's, you'll receive extra time

Jeffrey's Dance

On the expert track, as you approach the Jeffrey statue, push the **X** button repeatedly to make the Jeffrey statue rotate and stand on his head

Mirror Mode

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Track" screen, you can race the courses in reverse

Time Trial

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

Karaoke Mode

In "Arcade Mode," hold **Up** on the D-pad while making your choice at the "Select Your Track" screen. Then during the race, press **Up** to make the words to the *Daytona* theme song appear at the bottom of the screen

Extra Cars

At the title screen—while the words "PRESS START BUTTON" are flashing—point the D-pad diagonally in the **Down/Right** position and hold the **L**, **R**, **C** and **Y** buttons With all of these buttons held, press **START** At the next menu, release the buttons and choose Saturn Mode Now you have six new cars to race with, a total of 10 available vehicles.

Secret Horse Trick

If you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses

Easier Horse Trick

At the title screen, point the D-pad diagonally in the **Up/Left** position, hold the **X**, **Z**, **A** and **B** buttons and press **START**. At the next menu, release the buttons and choose Saturn Mode Now you can play as the brown (automatic) or gray (manual) horse

Baby Horses

Choose a horse and race the Beginner track in Endurance mode If you win, you'll earn two more "vehicles" called "Horse 2", horses that are being followed by baby horses

Hidden Music

Buried deep within the data of the *Daytona* CD are excerpts of 73 different songs from Sega games of the past and present To hear them, you must earn a score that's high enough to put your initials on the high score table. Once you're there, enter the initials as shown to hear different tunes

A B—Main theme from *After Burner*
KAG—"Maximum Power" from *After Burner*
KOU—Title theme from *Alex Kidd*
SAO—"Break Out" from *Alien Storm*
JIM—Title theme from *Alien Syndrome*
ANI "Rise From Your Grave" from *Altered Beast*
YAM—"Choice" from *Bloxeed*
BNB—Theme from *Bonanza Bros.*
YOJ—"BGM A" from *Bonanza Bros*
YAN—"Filthy" from *Columns*
IGA—"Select" from *Columns 2*
KOS—"King of Speed" from *Daytona USA*
LGA—"Let's Go Away" from *Daytona USA*
SKH "Sky High" from *Daytona USA*
P.P—"Pounding Pavement" from *Daytona USA*
DST—"Beat Away" from *Dunk Shot*
KAO—"Toast!" from *Dunk Shot*
H.S—"A.H.R.U" from *Dynamite Dux*
E R—Main theme from *Enduro Racer*
MAS—"BGM 2" from *Enduro Racer*
EXN—"BGM A" from *Exhaust Note*
YUI—"Good! Let's Go!" from *Flashpoint*
GLC—"Air Battle" from *G-LOC*
NAG—Opening theme from *G-LOC*
G.F—"Beyond the Galaxy" from *Galaxy Force*
HSB—"Defeat" from *Galaxy Force*
GDA—"Wilderness" from *Golden Axe*
GPR— "Time Attack" from *GP Rider*
H.O—Main theme from *Hang-On*
K.T—"Advertise" from *Hang-On*
SHO—"Sprinter" from *Super Hang-On*
M.M—Outside a Crisis" from *Super Hang-On*
KEN—Title Demo theme from *Line of Fire*
UME--"MJ-Dance" from *Michael Jackson's Moonwalker*
KK—"Theme of Kouchi" from *Original*
O.R—"Magical Sound Shower" from *Out-Run*
TOR—"Rush A Difficulty" from *Turbo Out-Run*
OSI—"Vivacious" from *Turbo OutRun*
ORS—"Adventure" from *OutRunners*
P.D—"Like the Wind" from *Power Drift*
ISO—"Poker Face" from *Power Drift*
QTT—"BGM 1" from *Quartet*
MIT—"Earth Frame G" from *R360*
TRS—"Earth Frame G" from *R360*
R.M—"Soup Up" from *Rad Mobile*
OKA—Theme from *Rent A Hero*
KAZ—"BGM 1" from *Scramble Spirits*
SDI—"System Down" from *S.D.I.*
MMM—"Blue Moon" from *S.D.I.*
S H—Main theme from *Space Harrier*
S C—"Game Start" from *Stadium Cross*
S.F—Opening theme from *Strike Fighter*
ASA—"Funky Bomb" from *Strike Fighter*
SMG—"Advertise BGM" from *Super Monaco G.P.*
AO.—"Name Entry" from *Super Monaco G.P*
VMO—Theme from *Sword of Vermilion*
TET—"Tetrimix" from *Tetris*
T B—"Burning Point" from *Thunder Blade*
NAK—"Type 2" from *Thunder Blade*
TAK—"Type 3" from *Super Thunder Blade*
AKJ—"Advertise" from *Virtua Cop*
DEK—"Advertise" from *Virtua Cop*
V.F—"Akira Stage" from *Virtua Fighter*
A.Y—"Akira Stage" from *Virtua Fighter*
J.B—"Jacky Stage" from *Virtua Fighter*
S.B—"Sarah Stage" from *Virtua Fighter*
PAI—"Pai Stage" from *Virtua Fighter*
K.M—"Kage Stage" from *Virtua Fighter*
W.H—"Wolf Stage" from *Virtua Fighter*
J.M—"Jeffry Stage" from *Virtua Fighter*
LAU—"Lau Stage" from *Virtua Fighter*
VFT—"Lion Stage" from *Virtua Fighter 2*
V.R—"Polygonic Continent" from *Virtua Racing*

DECATHLETE

Tumble Racing

In the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press **Left**, **Right**, **Left**, **Right**, **X** When the race starts, your athlete will roll to the finish line like a tumbleweed

Hop On One Leg

Also in the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press **Up**, **Left**, **Down**, **Right**, **X**. When the race starts, your athlete will start to run, then hop on one leg until the end of the race Both of these tricks seem to make your character move a little faster

EARTHWORM JIM 2

Infinite Energy

Press **START** to pause the game at any time during play, then press **Left**, **A**, **Z**, **Y**, **Down**, **A**, **Y**, **Down** Unpause the game and you'll find that your energy has been restored to 100% Repeat this code whenever necessary to keep your health maxed out

Infinite Lives

Press **START** to pause the game at any time during play, then press **Y**, **A**, **Right**, **Down**, **Down**, **A**, **Left**, **Right** Unpause the game and you'll find that your life counter has jumped to nine. Repeat this code whenever necessary to keep your lives maxed out

F1 CHALLENGE

Change Starting Position

Start a game in Arcade mode. Immediately after you choose your car, you will be asked if you want Automatic or Manual transmission Highlight the transmission type you want, then choose it by entering one of the following codes; when the race starts, you'll be in the position you chose

First Place—Hold **L + X + Y + Z** and press **START**
4th Place—Hold **L + X + Y** and press **START**
7th Place—Hold **L + X + Z** and press **START**
10th Place—Hold **L + X** and press **START**
13th Place—Hold **L + Y + Z** and press **START**
16th Place—Hold **L + Y** and press **START**
19th Place—Hold **L + Z** and press **START**
22nd Place—Hold **L** and press **START**

Change the Number of Laps

As above, when the "Select Course" menu appears, highlight the course you want, then choose it by entering one of the following codes. When the race starts, the number of laps will be set to the number you chose as follows.

1 Lap—Hold **R + X + Y** and press **START**
2 Laps—Hold **R + X + Z** and press **START**
3 Laps—Hold **R + X** and press **START**
4 Laps—Hold **R + Y + Z** and press **START**
5 Laps—Hold **R + Y** and press **START**
6 Laps—Hold **R + Z** and press **START**
7 Laps—Hold **R** and press **START**
9 Laps—Hold **R + X + Y + Z** and press **START**

GALAXY FIGHT

Boss Code

Highlight "Vs. Mode" at the main menu, then press and hold **L**, **R** and **Y** on *both controllers* While holding those six buttons down, press **START** on Controller 1. When the character-select screen appears, you'll find four additional characters to choose from: Bonus, Yacopu, Rouwe and Felden

Taunt Select

To choose which taunt your character speaks at the end of a match, just hold the **A**, **B** or **C** button, each one corresponds to a different taunt.

GAME SHARK

Play Japanese Discs

Normally, the American Saturn cannot be used to play Japanese Saturn software; the operating system refuses to recognize an import disc as a CD-ROM and the game will not load. With a Game Shark installed in the Saturn's cartridge slot, put the Japanese game in the drive and turn the Saturn on Choose "Start Game" from the Game Shark main menu, then highlight "Start Game Without Enhancements. Now hold down the **X**, **Y** and **Z** buttons and press **START**; the game will magically load just as if it were being booted on a Japanese Saturn.

GEX

Password

Final battle with Rez—C Z Y D R H Y P

Stage Skip

At any map screen, press **START**, then, while the game is paused, hold the **R** button and press **START**, **Right**, **Right**, **Down**, **Right**, **Up**, **L**, **A**, **Left**, **Left**. All of the stages on the current map screen will be opened.

Cheat Codes

While inside any of the game's stages, press **START**, then, while the game is paused, enter any of the following codes for different effects:

99 Lives— Hold **R** and press **Up**, **Up**, **Down**, **Right**, **A**, **Down**
Invincibility— Hold **R** and press **B**, **A**, **Down**, **A**, **Down**, **Down**, **Down**, **Up**, **Down**, **Right**
Super Speed— Hold **R** and press **Right**, **X**, **L**, **Right**, **A**, **Down**, **START**, **Right**, **Right**, **Down**
High Jump— Hold **R** and press **Down**, **Up**, **START**, **Right**, **Right**, **Down**, **L**, **Right**, **START**
Fire Shots— Hold **R** and press **C**, **Up**, **Right**, **Right**, **Y**, **B**, **Up**, **Right**, **Up**
Ice Shots - Hold **R** and press **Right**, **Y**, **Right**, **Down**, **Right**, **Right**, **B**, **Left**, **Up**, **Right**
Electric Shots— Hold **R** and press **Down**, **Up**, **START**, **Right**, **Right**, **Z**, **A**, **START**, **START**, **Right**, **Right**

GOLDEN AXE: THE DUEL

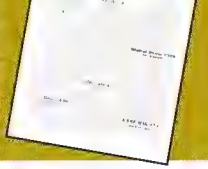
Vs. Mode Shortcut

When playing in Vs. mode, you can take advantage of a hidden feature to cut down on the game's loading time and get you back into the action more quickly. Here's how it works When a match is over and the words "Wins" appears on the screen (e.g "Keel Wins"), press **START** to pause the game, then press the **L** button. A small menu will appear that allows you to choose the fighters for the next battle. Select your characters, then hit **L** again and unpause the game After the point tally, the game will go to the loading screen—but instead of returning to the full-sized character-select menu, you'll go straight into another match with the characters you chose from the mini-menu.

Magic Attacks

To perform your character's Magic Attack, knock the little elves who pass by and pick up the potions that they drop When you have five potions, push **X+Y+Z** to activate the magic attack power, then perform the move listed below while your character is powered up. Note that all of these moves are shown as if your character is facing to the right; if you're facing left, just reverse the left/right commands

Kain Blade's "Firestorm": → ↓ ↘ → ↗ + **X**, **Y** or **Z**
Milan Flare's "Bloody Tempest": Hold ↓,



Fanzine Patrol

then ↘ → ↗ + A, B or C. Press ↓ + X, Y or Z on the way down.
Gillius Rockhead's "Jaw Break". → ↘ ↓ ↙ ↗ + X, Y or Z
Zoma's "Dark Carnival". ↓ ↘ → ↓ ↘ → + X, Y or Z
Jamm's "Spirit Summons": Hold ←, then → ↓ ↘ + X, Y or Z
Doc's "Shockwave": → ↘ ↓ ↙ ← → + X, Y or Z
Panchos' "Blast Wave": ← ↙ ↓ ↘ → ↗ + any **Kick** button
Green's "Mammoth Slam": → ↘ ↓ + Z (while jumping in)
Keel's "Insanity Winds": ↓ ↙ ← ↓ ↙ ← + X, Y or Z
Death Adder's "Falling Sky": ↓ + C (in the air)

GRID RUNNER

"All Flags" Mode
Choose "Restore Game" from the main menu, then access the "Enter Password" screen. If there is already a password entered, press **R** to clear it first; other wise, enter the password ↓ Y → A → ↑ → B A ↓ and press **START** to confirm. Now start the game and you'll find that you have to capture all of the flags on each level instead of the usual designated number.

"Free-For-All" Mode
Choose "Restore Game" from the main menu, then access the "Enter Password" screen. If there is already a password entered, press **R** to clear it first, other wise, enter the password ↑ Y A → ↑ Y B ↓ → ↓ and press **START** to confirm Now start the game and you'll find that neither player is "it" and you can both capture flags at any time.

See the Ending Credits
Access the "Enter Password" screen, enter the password A Y A → ↓ Y ↑ → → A and press **START**

GUARDIAN HEROES

Cheat Mode
To access a Debug feature, choose "Option Mode" from the title screen When the Options menu appears, highlight "EXIT" and hold the **X**, **B** and **Z** buttons Here's the tricky part: While holding those buttons down, press and continue to hold **Down** on the D-pad, then quickly tap the **A** button while the "DIP Switch" option is highlighted. Note that you must tap the **A** button before the cursor starts to move down again—remember that you're still holding **X+B+Z+Down**—and you must release the **A** button immediately after you press it, before the DIP Switch menu appears.
If you've done this correctly, you'll find three new options at the dip switch menu Turn the "Enemy Level Disp." option on to see the experience levels of all enemies in the Story Mode With the "Next Exp Disp." option on, you'll get a red-and-black "Next" indicator on the screen in Story Mode that saves you from having to pause the game just to find out how many experience points you need to go up a level. Best of all is the "Debug" option, turn this on to gain access to the following features:
• A "Test Mode" option will appear at the Options menu; this allows you to see any of the game's seven different endings.
• In Story Mode, when the character set-up menu appears, your character will have a level of 200; you'll also have 200 bonus points to fully max out your strength, vitality, intelligence, mental powers, agility and luck ratings.
• In Story Mode, a stage-select menu will appear after you choose your character.
• In Story Mode, you can refill your life points at any time by holding **X+Y+Z** and pressing **Up**. (If you hold **X+Y+Z** and press **Down**, you'll die instantly.)
• In Story Mode, you can skip to different scenes using the following commands.
Hold **R** and press **START** to skip ahead one event
Hold **R+A** and press **START** to skip ahead two events
Hold **R+B** and press **START** to skip ahead three events
Hold **R+C** and press **START** to skip ahead four events
Hold **L+R** and press **START** to skip back one event
Hold **L+R+A** and press **START** to skip back two events
Hold **L+R+B** and press **START** to skip back three events
Hold **L+R+C** and press **START** to skip back four events
• In Vs. Mode, you can choose from any of 45 different characters, including all of the heroes and enemies from the whole game
• In Story Mode and Vs. Mode, if you pause the game and tap the **L** button, you will see boxes drawn around the characters that show how the game's collision detection works, if an enemy touches the box, it registers a hit. If you pause and tap **L** a second time, the boxes will be three-dimensional. Pause and tap **L** a third time to remove the boxes.
• If you have both the "Debug" and the "Next Exp Disp." options turned on, the red-and-black meter in Story Mode will display your karma points instead of experience points

GUNGRIFFON

Cheat Codes
Each of the following codes should be entered at the main title screen, while the words "Press Start Button" are flashing yellow and white Each of these codes ends with the **START** button, which takes you into the main menu, so if you want to use more than one cheat at the same time, just enter a code, then choose "Main Game" or "Exercise" and press the **B** button to cancel out of it; the game will then return to the main title screen so you can enter another cheat All codes should also be entered quickly.
Invincibility—**Left, Right, B, C, C, START**
Entering this code will make you invincible.
Stage Select—**Y, Y, A, Y, Y, START** With this code in place, you'll be able to choose any stage in the Main Game.
Infinite Jumping Ability—**Up, Right, Down, Left, Z, START** This code disables your mech's jump meter. The jump energy will never be used up, so you can jump as often as you like.
Infinite Ammunition—**B, B, B, C, START.** This code gives you infinite 120mm ammunition for your main gun, the weapon status window will always show 80 rounds remaining no matter how many times you fire
See the Ending—**Down, Up, Right, A, Left, START** Enter this code, then choose "Main Game" to see the ending sequence
Tackle Attack—**Right, Right, B, C, A, START.** This cheat code allows you to attack your enemies by running into them However, your mech will also take damage if you use this attack.
Double Hit Points—**X, Y, Z, Up, Down, START** Your initial hit points will be doubled. This code also doubles your maximum hit points
Turret Lock—**B, B, B, Up, C, START.** If you rotate your mech's turret with this code in place, the turret will not automatically return to the forward position when you release the L button
Change Height—**Down, Left, C, C, START.** When you enter this code, you can adjust the height of your mech at any time with the buttons on Controller 2. Press **Z** on Controller 2 to go up, **C** to go down or **A** to reset to the default height
Disable Targeting Cursor—**Left, Right, C, A, START** This makes the game more difficult by disabling your mech's targeting cursor.
Disable Radar—**B, B, B, Down, C, START** This makes the game more difficult by disabling your mech's radar systems.
Hard Mode—**Down, C, C, A, START** This makes the game much more difficult; your enemies will shoot at you much more aggressively.

Silly Controller 2 Codes
During the game, press **Right, Right, X, B, A, L, L, L, R** on Controller 2 to activate the programmers' debugging display, a bunch of basically useless numbers that appear on the screen. With the code in place, press **Y** on Controller 2 to toggle between three different settings, the best of which is "off".Also on Controller 2· In Stages 1 and 10, if you press the **C** button rapidly many, many times, the windmills will eventually begin to turn faster and faster

HANG-ON GP

Access All Courses
Access the Option menu and highlight any icon. Next, press **B** to return to the main menu, then press **R, R, L, R, R** on top of the controller; you'll hear a xylophone sound to confirm the code. Now you can race on the previously-unavailable courses without having mastered the first three.

HIGH VELOCITY

Secret Vehicle (The Hard Way)
If you've finished all 36 heats in *High Velocity*, you can access a top-secret hidden vehicle by entering the "Full Counter" course and choosing "Turn Left." You'll see a black Porsche sitting next to the restaurant; if you ram it from behind, you'll be able to choose the Porsche as your own vehicle.

Secret Vehicles (The Easy Way)
Go to the car select screen and highlight car type "F", then hold the **L, R** and **Y** buttons and press **Right**. The Porsche is now available without all the hard work. With the Porsche highlighted, hold **L, R** and **Y** again and press **Right** to find yet another secret vehicle, a diesel truck.

Secret Course
At the "Mode Select" menu, highlight every available option and press the **B** button at each one, one at a time When you press **B** at the last option, you'll see all of the menu options light up for a second to confirm the code. Now select the "Time Trial" When the "Course Select" menu comes up, highlight any of the three tracks, hold the **X** button and press **A**. You'll be sent to a secret rooftop course with no specific path from start to finish. The background scenery will match that of the track you highlighted at the "Course Select" menu Press the **Y** button to get a pop-up window with an overhead view

THE HORDE

Cheat Codes
Press **START** to pause the game, then enter any of the following cheat codes. The effects will appear when you press **START** to unpause
Invincibility—**B, Up, Right, Down, A, Down, A, Right**
Double speed—**B, Right, A, B**
Infinite continues—**A, Down, Right, A, Down**
Show entire map—**Left, A, Up, Down, B, A, A, B**
30,000 Crowns (money)—**Left, A, A, B, Left, A, Right, Down**
All Items available—**B, Right, A, Left, Left, Down, Right, A, A, Left**
Game does not end when village is destroyed—**A, Down, Down, Right, A, Down**
Skip to Next Level—**Down, A, Left, Left, Down, A, A, Right**
Watch all video scenes—**Right, A, Left, Left, A, Up, B**

IMPACT RACING

Cheat Passwords
Enter any of these cheat codes at the Password entry screen to get power-ups or other effects
I.AM IMORTAL Infinite shields
ALL.TOOLEDUP—Access all weapons
LOADSOFSTUFF—Infinite weapons
BONUS.LEVEL5—Play all of the bonus stages in succession
RABBITBADGER—Adds a "Skip Level" option to the "Pause" menu
ENDGAMELEVEL—Warp to the game's final stage
JOURNEYS.END—See the end sequence and credits

IRON MAN/X-O MANOWAR IN HEAVY METAL

Passwords
Enter one of the following passwords to start in the game's final stage with your armor, boost, wweapons and lives maxed out.
One-Player Mode—C0AA77077777777777777777
Two-Player Mode—C02A77X77777777777777777

IRON STORM

Multiplayer Campaign Mode
When you play *Iron Storm* in Campaign mode, you can't use the "CPU/User Op-

tions" menu to give control of the enemy forces to other players However, if you're in the middle of a campaign and you want to take control of the CPU forces, just access the "Sound" option from the System menu, go to the "Snd. Test" option and set the BGM to "5 UK". Now highlight the "SE" (sound effects) option and listen to all 116 sounds with the **C** button Once you've triggered all of the sound effects, return to the system menu and you'll find that you can access the "CPU/User Options" to set up a multiplayer game

Secret Attack Configuration Menu

When initiating an attack, a statistics screen will appear just before the animated sequence that shows the attack being carried out. If you press the **A** button on Controller 2 immediately as this statistics screen appears, you'll get a secret configuration menu that allows you to change the way the animated sequence looks Change the weather from "Hare" (normal) to "Yuki" (snow), "Ame" (rain) or "Kumori" (overcast), or change the camera setting to any of nearly 100 pre-programmed camera movements (the default "100" gives you the recommended camera setting for that battle) Still don't know what "Ruiseki" means

LAST GLADIATORS DIGITAL PINBALL

Hidden "Victors" Table

At the title screen, after the words "PRESS START BUTTON" appear, press **X, Y, Z, X, Y, Z, C, B, A, Up, Up, START**. You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something

If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen instead: **C, B, A, A, B, C, Y, Z, X, Down, Down, Down, START**.

Debug Menu

If you can read Japanese, you might get a bit more out of this cheat than the average American gamer At the title screen—when the words "PRESS START BUTTON" appear—press **Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R, START** You'll be sent to a strange debugging menu with different windows of information The only thing you can play with is the small window that says "CPK" (actually, it says "CPK • Player" in Japanese.) Move the arrow/cursor to the "Mount" button and press **A**, you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and **A** button, then point to the "Play" button and press **A**. The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes, most of the others will lock up the Saturn, as will the "CDDA" and "CPK" items as soon as they're done playing.

Cheat Mode

At the title screen, after the words "PRESS START BUTTON" appear, press **Up, Up, Up, Up, A, B, C, Down, Down, X, Y, Z, START** You'll hear a sound to confirm the code Now start the game; at any time during play (on any table), hold the **X** button and press **Up**; you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing **Up** or **Down** on the D-pad, then press **Z** to trigger one of the current table's special modes; for example, on the "Gladiators" table, each the following modes can be activated by pressing **Z** when the corner number is set as follows.

00—Multiball
01 Roman Triumph
02 Retiarius
03—Bloody Arena (Two Ball)
04—Chariot Races (Three-Ball)
05—Extra Ball Lit
06—Senator Mystery Lit
07—SPQR
08—Thracians
09—Empire
10—Gladiator Show

Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh heh sorry

To remove the numbers from the screen, hold **X** and press **Down**; while the numbers are gone, hold **Y** and press **Up** to pause or unpause the game without obstructing the screen, or hold **Z** and press **Up** repeatedly to step through the animation one "frame" at a time

Secret Scene

Last Gladiators uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8.00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game

LOADED

Cheat Menu

During the game, press **START** to pause, then highlight the "BGM Volume" option at the pause menu Now press and hold the following buttons in order (you must continue to hold each button down until the sequence is complete) **L, Z, B, X, C, R**. A cheat menu will appear, allowing you to skip the current level or boost your ammo, power and lives. Once this code is in place, you can call up the cheat menu again at any time by pressing **L** at the pause menu.

MORTAL KOMBAT II

Cheat Menu

When the "story" screens appear during the introduction sequence, press **Down, Up, Left, Left, A, Right, Down, B, Y, C**. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option called "Switches" Access this option to activate various cheats, including one-hit kills and easier ways to find Smoke, Jade and Noob Saibot.

MR. BONES

Stage Select

At the Start/Options screen, press **R, L, R, R, L, R, L, L, R, L, R, R** A stage-select menu will appear, highlight the name of any stage and press **A** to warp to it.

NBA JAM EXTREME

Secret Teams

To access special teams, enter the initials and birthdates as shown.

All-Star East, Team 1—LMH Jun 28
All-Star East, Team 2—EST Mar 14
All-Star West, Team 1 WST Jul 12
All-Star West, Team 2—RMC Apr 21
Rookie Team 1—SCT Nov 14
Rookie Team 2—BAP Aug 11
Sculptured Team 1—DJR Jun 8
Sculptured Team 2—RNW Sep 15
Acclaim Team 1—CDH Feb 21
Acclaim Team 2—SAM Jan 21
Celebrities—MRV Dec 31
Invisible—WHO Jan 1
Smiley Team—MJT Mar 22
Misfits—TVC Oct 3
Squid—LEE Jan 1
Super Sports—LAN Sep 10

Random Select

At the team-select screen, hold **Up** and press **R** to choose a random team. Once your team has been chosen, you can hold **Up** and press **R** again to choose two players at random

Stealth Select

At the team-select screen, hold the D-pad **Down** and press **R** Your cursor and team choices will disappear. Now you can move the cursor to choose a team without your opponent knowing which one you've picked.

NFL QUARTERBACK CLUB '97

Cheat Codes

At the main menu, choose "Play", then select a "Preseason" game. When the team-select menu appears, enter any of the following codes to get different cheats and tricks in effect

Landmine Mode—X, X, X, Z, X, X
Fumbles—X, X, X, L, X, X
No Fumbles—X, X, X, R, X, X
Constant Turbo—X, X, Y, Y, X, Y
Crappy Team—X, X, Y, R, X, Y
Big Players—X, X, Z, Y, X, Z
Small Players—X, X, Z, Z, X, Z
Shadow Players—X, X, Z, L, X, Z
Long Range (allow 100-yard throws and kicks)—X, X, Z, R, X, Z
Super Slow Motion—X, X, L, Z, X, L
Super Fast Game—X, X, L, L, X, L
Super Team—X, X, R, Y, X, R
Super Slippery—X, X, R, Z, X, R
Short, Fat Players—X, Y, Z, Y, X, Z
Tall, Skinny Players—X, Y, Z, Z, X, Z
Eight Downs per Series—X, Y, L, Y, X, L

Activate All Possible In-Game Cheats—**X, X, R, R, X, R**

Secret Teams

At the team select menu, press **L, Y, R, R, L, R** This code adds over 100 secret teams to the available choices, including historical teams, Pro Bowl line-ups, Acclaim and Iguana teams, a '96 All-Rookie team, a '96 Cleveland Browns team and six special "game magazine" teams. Look for Nikos, Betty and the rest of the *Tips & Tricks* staff on the "VideoGames" team

NHL ALL-STAR HOCKEY

Crazy Codes

To enable these codes, start a game in any mode. During the introductions—when the players are skating around on the ice prior to the start of the game—press **L+R+X+Y+Z** simultaneously, then release all the buttons. Once you've done this, you'll be able to enter the following codes during the national anthem to change the game

- Press **L+R** during the national anthem for giant players.
- Press **A+B** during the national anthem for short players.
- Press **A+Y+Z** during the national anthem for upside-down players
- Press **X+Y+R** during the national anthem for a spring-loaded puck. (When the puck is tipped or shot into the air, it will continue to bounce until it is touched.)
- Press **A+X** during the national anthem for a "black hole" at center ice. (A loose puck if left untouched—will gradually be pulled into the center of the rink.)

Player Power-Up

To create a team of perfect players with fully powered-up attributes, choose the "Construct Player" option at the "Manage Rosters" menu. (If you have not already created a roster, you may need to do so before you will be allowed to access the "Construct Player" option.) Enter the new player's name, then advance to the "Player Construction" menu, where you'll see the default setting of 60 in each of the player's attribute categories Now hold the **A, B, C, X, Y** and **Z** buttons down and press **Up**, you'll see the total in the "Point Pool" jump to 600. Use the extra points to give your new player a perfect rating of 100 in every category; you can create a whole team of superhuman players

NHL POWERPLAY '96

Secret Team

At the main menu, choose "New Game" or "Quick Start", then quickly hold **A + Y + C** before the screen fades to black Continue to hold the buttons down until the team select menu appears; when it does, you'll find a powerful new team with a 99 rating, the Rad Army.

NIGHT WARRIORS DARKSTALKERS' REVENGE

Extra Turbo Speed

At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: **X, X, Right, A, Z**. You'll hear a clashing steel sound to confirm the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo

Speed all the way up to eight stars.
Secret "Appendix" Menu
Also at the "Option Mode" screen, highlight the "Configuration" option and quickly press **B**, **X**, **Down**, **A**, **Y**. You'll hear the clash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options as follows:
• "Turbo" and "Auto Guard" allow you to disable the in-game speed and guard prompts that appear before each battle; if you set "Turbo" to "On", you'll always play at the turbo setting you chose at the Option Mode menu.
• "Max Round" lets you change the round counter from three to one or five
• "BGM" gives you the opportunity to change the game's background music into the music from the original *Darkstalkers* game! Choose the "Random" setting to have the game randomly choose between the music from "Classic" *Darkstalkers* or the default *Night Warriors* music (called "Hunter" after the game's Japanese title, *Vampire Hunter*)
• "Scenery" lets you alter the colors of the game's backgrounds to match those of the original *Darkstalkers* game. Also, if you set this option to "Classic" and watch the game's introductory demo, you'll see the intro from the original *Darkstalkers* game.
• Like the previous two choices, "CPU Color" gives you the ability to choose characters with the "Classic" *Darkstalkers* colors.
• "Full Animation" will restore several insignificant frames of animation to certain characters' movements which were deleted from the default "Cut" setting.
• "BGM Test" lets you listen to the game's music
"Pause" Code
At the "Option Mode" menu, highlight "Screen Size" and quickly press **A**, **C**, **Y**, **Y**, **Up**. You'll hear the clashing steel sound to confirm the code. Now start the game, and you'll find that when you press **START** to pause, the screen will not darken and the word "Pause" will no longer appear

OFF-WORLD INTERCEPTOR EXTREME

Extra Money
At the Options menu, quickly press **A**, **B**, **C**, **A**, **B**, **C**, **A**, **B**, **C**, **A**, **B**, **C**, **A**, **B**, **C**, **L**. You should hear a voice to confirm the code, now you have lots of extra cash to upgrade your vehicle

PANZER DRAGOON

Space Harrier Mode
Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game. Press **START** at the first title screen, then press **Up**, **X**, **Right**, **X**, **Down**, **X**, **Left**, **X**, **Up**, **Y**, **Z** while the words "Start Game" and "Options" are on the screen. You'll hear a laser-like sound; now start the game and you'll be able to play without the Dragon
Infinite Continues
Press **START** at the first title screen, then press **Up**, **X**, **Right**, **Y**, **Down**, **Z**, **Left**, **Y**, **Up**, **X** while the words "Normal Game" and "Options" are on the screen. You will hear a laser-like sound; you will now have infinite continues.
Invincibility
Press **START** at the first title screen, then press **L**, **L**, **R**, **R**, **Up**, **Down**, **Left**, **Right** while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.
Stage Select
Press **START** at the first title screen, then press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **X**, **Y**, **Z** while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen
Suicide Maneuver
Press **L**, **R**, **A**, **B**, and **C** all at the same time, your dragon will take a dive right away and the stage will start over.
Level 0
At the difficulty/options title screen, enter **Up**, **Up**, **Up**, **Down**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **Left**, **Right**, **L**, **R**. If done properly, Level 0 will start automatically Your strength continuously goes down and can only be replenished by hitting an enemy.
New Weapons
At the difficulty/options title screen, enter the code **Up**, **X**, **Right**, **Y**, **Down**, **Z**, **Left**, **Y**, **Up**, **X**. To select a weapon, hold down one of the action buttons at the Episode 1 screen Hold **A** or **X** for normal weapon, **B** for red lasers, **C** for sidewinders, **Y** for multi-shot, or **Z** for wide shot.
Dragon-Only Mode
First, enter the "New Weapons" code as shown above. Next, at the same screen, press **Left**, **Left**, **Right**, **Right**, **Down**, **Up**, **Down**, **Up**, **L** button, **R** button, you'll hear the confirmation sound again Start the game to find that the dragon's rider has vanished. The dragon has no standard missiles; only the lock-on weapon will work.
Sega Logo Man
Have you ever noticed the man who changes into a Sega logo during *Panzer Dragoon's* demo mode? To get a closer look at the polygons that make up Mr. Sega Logo, grab Controller 2 as soon as he appears, hold the **X**, **Y** and **Z** buttons and press **START**. Now you can manipulate the image with Controller 2 as follows:
Right—Rotate screen clockwise
Left Rotate screen counter-clockwise
A+Right—Rotate image clockwise
A+Left—Rotate image counter-clockwise
Down—Zoom in
Up—Zoom out
A+Down—Tilt backward
A+Up—Tilt forward
X or **Y**—Hold either of these buttons to change the character's shading
A+B+C—Reset to the initial position and shading
When you're finished playing with the polygons, press **START** on Controller 1 to return to the game. (For some reason, this trick may not work if you didn't have Controller 2 plugged in when you turned the Saturn on.) If you have already entered the "New Weapons" code (above) the Sega Logo guy will change into a woman.

PANZER DRAGOON II ZWEI

Radar Change
At any time during the game, if you hold the **A** button on Controller 2, the radar will change from a top-down scanner to a side-view radar that shows how high your enemies are from the ground, you'll see a tiny triangle representing each foe.

PEBBLE BEACH GOLF LINKS

Secret Video Menu
Start a game of *Pebble Beach*, then hold **Right** on the D-pad, also hold the **X** and **Z** buttons and press **RESET** on the Saturn console. After the Saturn logo appears, you'll be sent to a hidden video debug menu that allows you to watch any of the game's full-motion video sequences Press **A** or **C** to start any scene; **B** brings you back to the menu
Gallery Code
Start a game, hold **Down** and **B** button and press **RESET** on the Saturn console. When the game restarts, the gallery of spectators will always be there to watch you play, even if you're just practicing

RAYMAN

Infinite Continues
When you lose your last life and the Game Over/Continue screen appears, press **Up**, **Down**, **Right**, **Left** (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10 Repeat this code to reset the counter to 10 whenever you're running low on continues.
Infinite Lives
At any time during the game, press **START** to pause, then enter the following code while the word "PAUSE" is on the screen: Press and hold the **A** button, press **B+Right** on the D-pad simultaneously and release, press **R**+diagonal **Down/Left** on the D-pad and release, press **C+Y+Z** simultaneously and release, then release **A** Press **START** to continue the game; you'll see that your life counter has jumped to 20. You can repeat this code at any time to keep your life counter maxed out at 20

REVOLUTION X

Find All Aerosmith Members
Tom Hamilton—On the roof of Club X, watch to see if the screen scrolls to the right or left Once inside, after the ticket window you can choose to go right or left, choose the direction the screen scrolled on the roof. Now shoot the bathroom sign to go into the bathroom; you'll find Tom Hamilton in the last bathroom stall
Steven Tyler—Go into Club X and use CDs to shoot the two swordfish above the mirror. Next, shoot the mirror; you'll go through the mirror to a secret room Shoot the light switch and the two bad guys that appear; you'll go up the ladder to find Steven Tyler.
Joe Perry—In the Amazon Jungle, after you reach the first green skull, kill it by shooting it repeatedly in the eye and mouth sockets Continuing down the hallway, shoot the elevator button, once inside, shoot the button for floor three You'll see a bunch of girls tied up; use CDs to shoot the two halves of the circular grate behind them. You'll head outside and see Joe Perry flying by
Joey Kramer—In the Middle East, shoot the noses of the first three sphinxes that appear and get the gold CD that comes out of the sphinx's mouth. You will then stop to pick up Joey Kramer.
Brad Whitford—When you reach the area with the crates in the Pacific Rim, notice that the gates are numbered. Go through Gate 1 (by shooting a CD at it) then go right and go through Gate 3. You'll go through and move to the right, past Gate 6. You'll see three boxes stacked to the right of Gate 7; shoot the top box and quickly shoot the Arrow icon that appears. You'll keep going right, then down a corner where you're attacked by forklifts You'll find Brad Whitford on a forklift at the end of the hall.

RISE 2: RESURRECTION

Boss Codes
Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen
Vitriol—**Right**, **Right**, **Right**, **Up**, **Up**, **Down**, **Left**, **Left**, **Down**, **Down**.
Supervisor—**Down**, **Right**, **Down**, **Up**, **Right**, **Down**, **Left**, **Down**, **Up**, **Right**, **Up**.
Assault—**Right**, **Up**, **Up**, **Right**, **Down**, **Right**, **Up**, **Up**.
Mayhem—**Left**, **Right**, **Down**, **Left**, **Up**, **Left**, **Down**, **Left**, **Down**.
Anil 8—**Up**, **Right**, **Down**, **Right**, **Right**, **Up**, **Left**, **Up**.

SEGA RALLY CHAMPIONSHIP

Secret Course
At the main menu, hold the **X** and **Y** buttons and choose either Time Attack mode, Two-Player Battle or Arcade Practice mode. When it's time to choose a track, you'll find that the extra "Lakeside" course is now available to you, even if you haven't previously qualified for it by winning the first three tracks in Arcade Championship mode. (Press **Right** at the course menu to find the new track when playing in Arcade Practice mode.)
Secret Car
At the main menu, press **X**, **Y**, **Z**, **Y**, **X** on Controller 1. You won't hear any signal to confirm the code, but when you start the game you'll find a powerful new vehicle to choose from. the Lancia Stratos (Press **Left** find the automatic Stratos at the Arcade car-select menu or press **Right** to choose a Stratos with manual transmission.)

SHELLSHOCK

Cheat Menu
Press **START** at the main menu, then—when the hangar appears—press **Down**, **Up**, **Down**, **Up**, **Up**, **Up**, **Up**, **Up**, **Up**, **Up**, **Down**, **Down**, **A**, **A**, **A**. A cheat menu will appear with three options
• LEVEL. Press **C** to change the level number to any of the game's 25 stages. When you press **B** to exit the cheat menu, enter the briefing room to start at the level you chose
• "INVUNERABLITY": Yes, it's a whopper of a spelling error, but this option will also make you invincible during the game if you turn it on with the **C** button
• FULL UPGRADES. Press **C** to activate this option, then go to the workshop area and access the status computer Surprise! Your

Elevator Action² Returns!

tank's been fully equipped with all of the upgrades in the game—plus you've got an extra $50,000 to spend in case Props decides to break out some of those microwave ovens or VCRs he keeps telling you about.

SHINOBI LEGIONS

99 Shurikens
Visit the "Options" menu and move the pointer to the "Shurikens" option. Now hold the **L** and **R** buttons on top of the controller and press **C**, **A**, **B**. The number of Shurikens will change to 999.
99 Lives
Press **START** at the first title screen, then highlight the words "Game Start" and press **A**, **Z**, **B**, **Y**, **C**, **X**, **START**. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in reserve.
Expert Mode
Press **START** at the first title screen, then highlight the words "Game Start" and press **A**, **B**, **C**, **B**, **A**, **START**. You won't get any signal to confirm that the code has been entered properly, but when the game starts you'll be in "Expert Mode"—with no lives in reserve and only one hit on your energy bar.
Stage Select
Start a game, then press **START** to pause. While the word "PAUSE" is on the screen, simply press **A**, **B**, **A**, **B**, **C**. You'll see a number appear in the lower-left corner of the screen; this represents the number of the current stage followed by "-1". To change the number, press **Left** or **Right** on the D-pad. Once you've decided which stage you want to play, press the **START** button to warp directly to it.

SKELETON WARRIORS

Invincibility
At any time during the game, press **START** to pause, then press **C**, **Right**, **A**, **Z**, **Y**, **Left**, **A**, **Right**, **Down**, **B**, **A**, **B**, **Y** ("crazy lard baby"). When you press **START** again to return to the game, you'll find that your character is now invincible.
Infinite Lives
At any time during the game, press **START** to pause, then press **B**, **A**, **Down**, **B**, **A**, **Left**, **Down**, **Right**, **Y**, **Up** ("bad bald Ryu"). When you press **START** again to return to the game, you'll find that your lives counter has jumped to 99. Repeat this code whenever necessary to keep your lives maxed out—as if you could ever use up 99 lives.
Infinite Crystals
At any time during the game, press **START** to pause, then press **Left**, **A**, **Z**, **Y**, **C**, **Right**, **A**, **B**, **B**, **Y**, **Down**, **A**, **Down**, **Down**, **Y** ("lazy crabby daddy"). When you press **START** again to return to the game, you'll find that your crystals counter has jumped to 80. Press the **Z** or **C** button to fire your weapon and you'll see that the counter never goes down, giving you infinite firepower.
Stage Select
At any time during the game, press **START** to pause, then press **Left**, **Up**, **C**, **C**, **Y**, **Left**, **Up**, **C**, **C**, **Y**. Press **START** again to return to the game, then hold **A** + **B** + **C** and press **START** to reset. Now choose "Options" from the title screen; you'll find a new stage-select option called "Test Start" at the top of the menu.

SLAM 'N JAM '96 FEATURING MAGIC & KAREEM

Secret Teams
At the main menu—the one that says "Exhibition Game/ New Season" etc.—press **Left**, **Right**, **Up**, **Down**, **R**, **L**, **A**, **Down**, you'll hear a buzzer. Now immediately press **Left**, **Right**, **Up**, **Down**, **R**, **L**, **A**, **Up**, you'll hear another buzzer. This code adds two new teams to the available list: the "Left Field" team (starring the game's designers) and the "Monsters" team.
Secret Cheats
Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press **C** or **START**; as soon as the screen starts to fade to black, *immediately* enter one of the following codes:
Big Head Mode: Tap the **X** button quickly and repeatedly until the tip-off.
Tiny Player Mode: Tap the **Z** button quickly and repeatedly until the tip-off.
Shot Percentage Indicator: Press the **L** button and hold it down until the tip-off.
After the tip-off, press the **START** button to pause, then press it again to return to the game, you'll find that the code you entered is now in place. The "Big Head" and "Tiny Player" cheats are obvious, and the "Shot Percentage Indicator" code causes an on-screen percentage meter to appear whenever you take a shot (other than a dunk.) This number tells you how likely the shot is to go in.

SOLAR ECLIPSE

Cheat Codes
Each of the following codes should be entered while the game is paused and the "Chase Plane View/Cockpit View/Sound/Abort Mission" menu is on the screen:
Invincibility: **Right**, **Down**, **Down**, **Left**, **Right**, **A**, **START**, **C**, **A**, **Left**
Ammo re-supply: **Right**, **Down**, **Down**, **Left**, **START**, **C**, **Up**, **Down**
Scatter weapon: **Right**, **Down**, **Down**, **Left**, **START**, **A**, **Left**, **A**, **Down**
Energy Sponge: **Right**, **Down**, **Down**, **Left**, **B**, **Up**, **START**, **Y**
Secret undersea level: **Right**, **Down**, **Down**, **Left**, **START**, **Up**, **B**
Secret "Corkscrew" level: **Right**, **Down**, **Down**, **Left**, **START**, **C**, **Right**, **Up**
Secret "Trench" level: **Right**, **Down**, **Down**, **Left**, **Right**, **Right**, **Down**, **Down**
Secret "Fade to Black" level: **Right**, **Down**, **Down**, **Left**, **X**, **Y**, **Z**, **Z**, **Y**
Secret "Chowder" level: **Right**, **Down**, **Down**, **Left**, **Y**, **Down**, **Down**, **Up**, **Right**, **C**
Secret "Heads Up" level: **Right**, **Down**, **Down**, **Left**, **C**, **Right**, **A**, **Z**, **Y**
Secret "Horde" level: **Right**, **Down**, **Down**, **Left**, **C**, **Up**, **Down**
Secret "Off-World" level: **Right**, **Down**, **Down**, **Left**, **Right**, **A**, **C**, **Y**, **C**, **A**, **Right**

SONIC 3D BLAST

Cheat Mode
At the title screen—while the words "Press Start" are flashing—hold the **C** button and press **START**. Now start the game, to use a cheat, just press **START** to pause the game and press any of the following buttons:
A—Skip ahead one stage
B—Skip ahead three stages
C—Skip to Panic Puppet Zone, Act 3
X—Add one extra life
Y—Add one extra medal
Z—Earn all Chaos Emeralds

STREET FIGHTER ALPHA

Dramatic Battle
Choose "Arcade Mode" from the main menu and have both players join in. Now enter the following codes before the timer expires.
Player 1—Highlight Ryu, hold the **L** and **R** buttons on top of the controller and press **Up**, **Up**. Now release the top buttons and press **Up**, **Up** again, then choose Ryu with the **Jab** button (the default is **X** on the Saturn.)
Player 2—Highlight Ken, hold the **L** and **R** buttons on top of the controller and press **Up**, **Up**. Now release the top buttons and press **Up**, **Up** again, then choose Ken with the **Fierce** button (the default is **Z** on the Saturn.)
When the fight starts, the screen will say, "Here comes a new challenger!" and M. Bison will jump in to challenge both Ryu and Ken to a two-on-one battle. It sounds easy, but it's more challenging than you might think because of the fact that Ken and Ryu share the same energy bar.
Fight Akuma First
Hold the **L** and **R** shift buttons and press **B** when selecting a character. Continue to hold all buttons until the start of the match.
Secret Characters
To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very *quickly*. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**.
M. Bison (Player 1)—Hold the **L** button and press **Left**, **Left**, **Down**, **Down**, **Left**, **Down**, **Down**, then **X+Y** simultaneously.
M. Bison (Player 2)—Hold the **L** button and press **Right**, **Right**, **Down**, **Down**, **Right**, **Down**, **Down**, then **X+Y** simultaneously.
To choose the alternate color Bison, end the code by pressing **A+B** simultaneously instead of **X+Y**.
Akuma (Player 1)—Hold the **L** button and press **Left**, **Left**, **Left**, **Down**, **Down**, **Down**, then **X+Y** simultaneously.
Akuma (Player 2)—Hold the **L** button and press **Right**, **Right**, **Right**, **Down**, **Down**, **Down**, then **X+Y** simultaneously.
To choose the alternate-color Akuma, end the code by pressing **A+B** simultaneously instead of **X+Y**.
Dan (both players)—Hold the **L** and **R** buttons and press **Y**, **X**, **A**, **B**, **Y**.
To choose the alternate-color Dan, press **Y**, **B**, **A**, **X**, **Y**.

STREET FIGHTER ALPHA 2

Extra Sakura Colors
Choose Survival Mode and highlight Sakura at the character-select screen. Hold the **START** button for one second, release it, then press **Up**, **Left**, **Down**, **Left**, **Down**, **Right**, **Right**, **Down**, **Left**, **Left**, **Down**, **Down**, **Down**, **Right**, **Up**, **Up**, **Right**. The cursor should be on Ryu. Now hold the **START** button for one second and press an action button before you release **START**. Ryu will magically change to Sakura. This gives you access to six extra color schemes for Sakura (depending on which button you press) for a total of 12. Note: to do this on the Player 2 side, the moves are **Up**, **Left**, **Down**, **Left**, **Down**, **Right**, **Down**, **Left**, **Left**, **Up**, **Right**, **Right**, **Up**, **Left**, **Up**, **Right**, **Right**.
Play as "Classic" Chun-Li
At the character-select screen with the "shortcut" turned off, highlight Chun-Li, hold the **START** button for at least three seconds, then press any button to choose her before releasing **START**. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*; now her fireball is a "charged" move.
Play as "Classic" Zangief
At the character-select screen with the "shortcut" turned off, highlight Zangief, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Sagat, Sodom, Rose, Birdie, Charlie, Dhalsim, Ryu, Adon, Chun-Li, Guy, Ken, Zangief. Now press and hold **START** for one second, then press an action button to choose Zangief before releasing **START**. Now Zangief plays the way he did in *Street Fighter II Champion Edition*; no air blocking, no Super moves, but a more powerful Piledriver. The D-pad directions for the above pattern is as follows: Start at Zangief, then **Down**, **Left**, **Left**, **Left**, **Left**, **Up**, **Up**, **Right**, **Right**, **Right**, **Right**, **Down**.
Play as "Classic" Dhalsim
At the character-select screen with the "shortcut" turned off, highlight Dhalsim, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Zangief, Sagat, Charlie, Dhalsim. Now press and hold **START** for one second, then press an action button to choose Dhalsim before releasing **START**. Now Dhalsim plays the way he did in *Street Fighter II Champion Edition*, with no air blocking and no Super moves. The D-pad directions for the above pattern is as follows: Start at Dhalsim, then **Left**, **Down**, **Right**, **Up**.
Play as "Evil" Ryu
At the character-select screen with the "shortcut" turned off, highlight Ryu, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Akuma, Adon, Ryu. Now press and hold **START** for one second, then press an action button to choose Ryu before releasing **START**. Now Ryu has powers similar to Akuma's. The D-pad directions for the above pattern is as follows: Start at Ryu, then **Right**, **Up**, **Down**, **Left**.

Play as "Shin" (True) Akuma
At the character-select screen with the "shortcut" turned off, highlight Akuma, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Gen, Sakura, Rose, Sodom, Dan, Guy, Rolento, Sakura, Rose, Birdie, Akuma Now press and hold **START** for one second, then press an action button to choose Akuma before releasing **START**. The D-pad directions for the above pattern is as follows: Start at Akuma, then **Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down**
Fight Against "Shin" (True) Akuma
Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not re-appear.
Mid-Level Bosses
Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters
Choose a Victory Pose
After you defeat your opponent—but before the "K.O." symbol appears—hold the **START** button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, however.

STREET FIGHTER: THE MOVIE

Play as Akuma
This cheat works in all modes except the "Movie Battle" To do it, you must press **Up, B, Down, Z, Right, X, Left, Y** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed Now the devil fighter is at your command.

TOMB RAIDER

Stage Skip
During the game, press **START** to pause, then press **Down** and access the passport. Turn to the last page of the passport ("Exit to Title") and press **Z, Y, Z, Y, X, X, X, START**, you'll hear Lara moan to confirm the code. Now press **A**, instead of returning to the title screen, you'll skip to the end of the current stage.

ULTIMATE MORTAL KOMBAT 3

Ultimate Kombat Kodes
To activate three hidden characters in the Saturn version of *Ultimate MK3*, access the "Ultimate Kombat Kode" screen by playing the game in one-player mode and losing. When the screen appears, enter any of the following codes with the **A, B, C, X, Y** and **Z** buttons quickly before the timer expires.
Mileena (700-723): Press **X** seven times, **A** seven times, **B** twice and **C** three times.
Ermac (964-240). Press **X** nine times, **Y** six times, **Z** four times, **A** twice and **B** four times
Classic Sub-Zero (760-520): Press **X** seven times, **Y** six times, **A** five times and **B** twice.
When one of these codes has been successfully entered, a message will appear that tells you that the character you chose is now at your control; you'll find them in the middle of the character-select screen.
Free Play
To earn infinite continue credits, wait for the copyright screen to appear at the beginning of the game and quickly press **Up, Up, Right, Right, Left, Left, Down, Down**. This code must be entered very rapidly; if you're fast enough, you'll hear Shao Khan say "Excellent!" to confirm the code. Now when you start the game, the credit counter will be replaced by the words "Free Play", which indicates that you can continue a losing one-player game as many times as you wish.
Cheat Menu
When the main title screen appears (with the purple skulls in the background) quickly press **C, R, A, Z, Y, C, Y, R, A, X**. You'll hear Shao Khan laugh to confirm the code; make sure you hear him laugh twice, because he usually laughs once at this screen anyway. Now when the stone-turning menu appears, highlight, "Kombat" and press **Up**, a secret "?" option will appear. Press any button to find the secret "Cheats" menu; turn on the "Free Play", "Ermac", "Mileena" and "Classic Sub-Zero" options to get exactly the same results you'd get from Ultimate Kombat Kodes and Free Play code above, turn off "Fatality Time" to be able to take your time when trying to perform fatalities and use "1 Round Match" to start each battle with one round won for each player.

VIRTUA COP

Secret Cheat Code
If you've already beaten the game, you may have already discovered the "Option Plus" menu and extra bonuses the game offers to the victorious. If you haven't, here's how to get them the easy way: During the opening demo, wait for the Sega logo to appear on a white background, then hold the **C** button on Controller 1 and press **Up, Down, Left, Right, Down, Up, Right, Left, Up, Up, Left, Right, Up**. You should hear three separate gunshots at different times during the code to confirm. Now you'll have access to the "Ranking Mode" from the main menu You'll also get new surprises at the Option menu, including six additional difficulty settings, a "Free Play" option for unlimited credits and a separate "Option Plus" menu that allows you to activate a reverse-angle "Mirror Mode," check game stats with a Bookkeeping function or activate "Gun Select." With the Gun Select option turned on, you can get any gun at any time during the game, simply press the **START** button to pause, then press the **Reload** button to cycle through the different weapons. Available guns include a "Special" auto-fire weapon that never runs out of ammo.
See *the Ending*

Play through the first stage until you reach the final boss with the rocket launcher. When you fire the final shot that kills him, quickly press and hold the **X, Z** and **B** buttons. Hold them down until the screen changes; instead of starting the next stage, you'll warp directly to the ending sequence
Extra Name Entry Time
At the "Name Entry" screen, shoot at the "b/s" (backspace) icon quickly and repeatedly until the timer resets to 99. Now there's plenty of time to enter your initials

VIRTUA FIGHTER

Boss Code
At the character select screen, quickly press **Down, Up, Right**, then **A+Left**. You'll hear a "swish" and you'll be playing as Dural.
Stage Select/Adjustable Ring Size
At the title screen—while the words "Press Start Button" are flashing—press **Up 12** times, then press **START** and go to the Option menu. Move the highlight down past the "Exit" option (off the screen) and press **START**; you'll find a hidden Stage Select/Stage Size menu.
Alternate Character-Select Menu + Boss Code
When a "Vs." match is ending, hold the **L** and **R** buttons for a simplified menu that reduces disk access time. If you go to the title screen first, quickly press **Up** 17 times and immediately press **START**, Dural will be added to the alternate character menu.
Play Ranking Mode
To choose the Ranking mode without first beating the game, hold **Down/Right, C, Y, L** and **R** at the title screen and press **START**
Watch the Credits
Hold the **A** button down during the opening demos to see the names of the makers of *Virtua Fighter*.

VIRTUA FIGHTER 2

Gold and Silver Dural
To play as the silver Dural, highlight Akira and press **Down, Up, Right**, then **A + Left** simultaneously. To select gold Dural, highlight Lion and press **Down, Up, Left**, then **A + Right** simultaneously Both of these codes can be used by both Player 1 and Player 2.

VIRTUA FIGHTER KIDS

Gold and Silver Dural
See the instructions under *Virtua Fighter 2* above.
Punch-Out!! Mode
First, beat the game with the difficulty set at "Hard". Once you've done this, start a game in Arcade mode. At the character-select screen, hold the **L** and **R** buttons when choosing your fighter. When the fight starts, you'll be battling in a first-person wireframe mode, similar to Nintendo's *Punch-Out!!* game.

VIRTUA FIGHTER REMIX

Tips and Codes
All of the cheats and tricks described above for *Virtua Fighter* will also work on *Virtua Fighter Remix*

VIRTUAL ON

Boss Code
At the title screen—while the words "Press Start Button" are flashing—hold **Down** on the D-pad and press **L + R** simultaneously. You'll hear an explosion to confirm the code. Now you can choose Jaguarandi at the Machine Select screen, just to the right of Raiden
Alternate Colors
At the main menu, highlight the game mode you wish to play and choose it by pressing the **L** button. Now the Mechs have different colors.
Secret Colors
At the title screen—while the words "Press Start Button" are flashing—hold **Up** on the D-pad and press **L + R** simultaneously. You'll hear an explosion to confirm the code. This changes both Raiden and Temjin to a secret, alternate color scheme
Change Camera Angle
During the game, press **X + Y + Z** simultaneously to switch to a different view.

WORMS

New Weapons
At the Weapon Options screen, move the cursor so it is not pointing to the word "Exit", then press **C, Z, Z, C, Z, Z C, Z, Z**. The Cluster Bomb, Uzi and Mines options will be replaced with Banana Bombs, the Minigun and Exploding Sheep, now you can use these special weapons without waiting for them to appear in weapon crates during the game.

X-MEN: CHILDREN OF THE ATOM

Hidden Character (Player 1 Side)
At the character select screen, highlight Spiral, wait for three seconds, then highlight the following characters in order for one second each: Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, Silver Samurai. (The movements for this sequence are as follows. **Left, Left, Left, Left, Right, Up, Right, Right, Down**.) When you stop on Silver Samurai, wait for three seconds, then press Light Kick + Hard Kick + Hard Punch simultaneously. (In the default control configuration, that's **A + C + Z**.) If you've done this properly—the trick is to count slowly and deliberately—the announcer will say "Silver Samurai", but Akuma will drop down from the top of the screen to take his place as your character.
Hidden Character (Player 2 Side)
To do the Akuma code on the Player 2 side, highlight Storm, wait for three seconds, then highlight the following characters in order for one second each: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral. (The movements for this sequence are as follows **Right, Down, Left, Left, Left, Left, Down, Right, Right**.) When you stop on Spiral, wait for three seconds, then press Light Kick + Hard Kick + Hard Punch simultaneously as above
Screen Width Option
At the Option Mode menu, highlight "Difficulty" and press **Up, Down** ten times. A new option called "Screen Width" will appear at the bottom of the menu Change it to "Arcade" mode and your character will be able to move a little bit further past the edges of the screen during battle

THE ADVENTURES OF BATMAN & ROBIN

Level Skip
To skip the level you're currently on, press **START** to pause, then press **B, A, Down, B, A, Down, Left, Up, C**. ("BAD BAD LUC".)

AFTER BURNER (32X)

Arcade Mode
When the Sega logo appears, hold **A+C** and hit **START** on Controller 2. You'll hear a voice say, "Get ready!" and the words "Insert Coins" will appear at the title screen instead of "Press Start". Now you're in Arcade Mode, which allows you to use your continues to keep the game going instead of returning to the title screen and starting at the beginning of the last "checkpoint" stage. Note that you can't access the option menu in Arcade Mode; if you need to do so, just set the options first, then wait for the demo to return to the Sega logo before entering the code.

ALADDIN

Stage Skip
During the game, press **START** to pause, then press **A, B, B, A, A, B, B, A** to warp to the end of the current stage.
Cheat Menu
Choose "Options" at the title screen, then press **A, C, A, C, A, C, A, C, B, B, B, B** at the options menu. You'll be sent to the debug menu, with options for invincibility, stage-skipping and more.

ALIEN 3

Stage Skip
At the "Options" screen, press **C, Up, Right, Down, Left, A, Right, Down** on Controller 2. Now start the game, and when you want to skip to the end of the current stage, press **START** to pause, then press **C, A, B** and unpause

ASTERIX & THE GREAT RESCUE

Level Passwords
Level 2—INSULA
Level 3—CONDOR
Level 4—VIENNA
Level 5—AVALON
Level 6—DULCIS

BARKLEY: SHUT UP AND JAM!

Passcodes
3MJK 1VZ3
3MGH 2VVW
3MQR 2X9M
3MNP 217N
3M5T 7161
3MBC 7208

BATMAN: RETURN OF THE JOKER

Passwords
Level 2 2 NWKL
Level 3-1: LGZQ
Level 3-2: GFTW
Level 4-1 GNKF
Level 4-2 KHCN
Level 5-1: QGVN
Level 5 2 WBZT
Level 6-1: FFHG
Level 6-2: CKQG
Level 7-1: GPZT

BEAVIS AND BUTT-HEAD

Password
Entire GWAR tickets: X B N E J J D I - x s V p G D

BURNING FORCE

Start With Ten Men
At the title screen, press **B, A, B, A, A, C, A, A,** then **START**

CASTLEVANIA: BLOODLINES

Expert Level with Extra Lives
Set the BGM on "05" and the SE on "073". Then press **START** to exit the menu. Let the game go back to the "Press Start Button" screen and press **START** for the "1P Start" screen. Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A,** then go back into the "Options" menu to select the "Expert" level and start the game with nine lives.

CENTURION: DEFENDER OF ROME

Passwords
To start the game at one of the most powerful levels with 11 consular legions and 35,0000 talents:
TAGY-V6P5-QAAA-AH3K-VKVA-MIES
To Rule the Empire
QDUA-YQ25-5555-55NK-VKXW-IPJI

COLLEGE SLAM

Secret Teams
At the *College Slam* title screen—while the words "Press Start" are flashing—press **Up, Down, Left, Right, Up, Down, Left, Right**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret teams, including "Daytona Beach", "Palm Springs" and seven fraternities.
Whirlwind Cheat
Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up..." quickly rotate the D-pad 720° clockwise like so: ↑↗→↘↓↙←↖↑↗→↘↓↙←↖↑. When the game starts, your player will be a mini-tornado who can knock opponents down just by running into them

COMIX ZONE

Invincibility
Choose "Options" from the title screen, then enter the "Jukebox" mode. Enter the following code by placing the red checkmark cursor on each number in order and pressing **C**:
3, 12, 17, 2, 2, 10, 2, 7, 7, 11
Remember to press the C button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now press **START** to exit the jukebox and start the game; you'll see that your energy bar will never go down
Stage Select
As above, choose the Jukebox and enter the following code by placing the red checkmark cursor on each number in order and pressing C.
14, 15, 18, 5, 13, 1, 3, 18, 15, 6
Remember to press the C button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now highlight a number from 1 to 6 and press C to warp to different stages as follows:
1—Episode 1, Part 1
2—Episode 1, Part 2
3—Episode 2, Part 1
4—Episode 2, Part 2
5—Episode 3, Part 1
6—Episode 3, Part 2
Press **START** to exit the jukebox and start the game; you'll start at the stage you chose.
Secret Fart
In most of the game's "panels," you can make Sketch pass gas by rapidly pressing **Down** on the D-pad. It seems easier to do this if there are no enemies on the screen.

COSMIC CARNAGE (32X)

Hidden Game
To change *Cosmic Carnage* into the Japanese version of the game, you'll need a six-button controller. Hold down the **X, Z** and **B** buttons when you turn the game system on; the new title screen will say "*Cyber Brawl*" and you'll have some different characters to choose from.

CRUE BALL

Stage Select/Sound Test
Choose "Music Demo" and select "Twisted Flipper." While those words are on the screen, press **A, C, A, B,** then start the game. Before you launch the ball, hold **Up** and press **B** to raise the "volume level" to the next stage (hold **Down** and press **B** to lower the "volume".) Now you can also enter a sound test by pressing **A, B** and **C** together

DOOM (32X)

God Mode
You'll need a six-button controller. Pause the game and press **Up, Z, X** and the **MODE** button all at the same time. When you get back into the game, the marine's eyes will turn yellow and you'll be invincible
All Weapons & Ammo
Pause the game. Press **Up, A, C** and **MODE.**

DUNE: THE BATTLE FOR ARRAKIS

Ordos Passwords
2) Domination
3) SpiceSalt
4) ArrakisSun
5) ColdHunter
6) WillyMentat
7) SlyMelanie
8) StealthWar
9) PowerCrush

DYNAMITE DUKE

Secret Cheat Menu
At the title screen, press **START** for the option mode to appear. Then press C ten times and the **START** button to enter the cheat screen

EARTHWORM JIM

Energy Refill (once per level)
Pause the game and press **A, C, C, A, B, B, A, C.**
David Perry's Private Cheat Mode
With the game paused, press **A+Left, B, B, A, A+Right, B, B, A.** This takes you to the main cheat menu. You can turn on invincibility, play any level, pause the game without having it go dark or scroll around to look at the entire game map.
Plasma Recharge
Pause the game and press **C+Down, A, B, C, A, B, A, C.** Jim will say "Cheater! Plasma!" Unpause the game for nine plasma shots. Refill your plasma shots as much as you want.
Extra Jim
Pause the game and press **B+Up, B, A, C, A, A, A, A.** Jim will say "Cheater! Wheee Doggy!" Unpause the game for an extra Jim. Repeat this code as much as you want.

EARTHWORM JIM 2

Super Cheat Code
During the game, press the **START** button to pause, then enter the following code while the game is paused: **A, C, C, A, B, A, B, Left.** The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press **A** or **B** to toggle each menu item.
Secret Move
To trigger the Manta shield, just press **Up+A+B.** This move makes Jim invincible for a few seconds.
Secret Stage
About halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a top-secret bonus level called "Forked."
Cheat Codes
To enter any of the following cheats, just press **START** to pause the game, then enter the code and unpause. Each code consists of eight steps. Other code comments:
• The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press A to make Jim reappear
Warp to End of Current Level—**A, B, B, A, C, B, B, Right**
Warp to End of Game—**C, A, C, A, B, A, A, Up**
Invincibility—**A, A, A, A, Left, Right, Right, Left**
Map View Mode—**A, C, C, B, A, A, B, Up**
Energy Refill—**A, B, C, A, B, C, A, A**
Ammo Refill—**C, B, B, A, C, B, A, A**
Extra Life—**A, B, C, C, C, A, A, B**
Extra Continue—**A, A, C, C, B, A, Left, Right**
10 Extra Meal Worms—**C, A, B, A, B, A, C, A**
81 Meal Worms—**A, B, C, C, B, A, B, B**
Mega Plasma Gun—**C, C, C, C, A, A, A, B**
3 Finger Gun—**C, C, C, C, A, A, A, C**
Homing Missiles—**C, C, C, C, A, A, B, A**
Barn Blaster—**C, C, C, C, A, A, B, C**
Bubble Gun—**C, C, C, C, A, A, B, B**
Bomb Teleport—**C, A, B, C, A, B, Up, Down**
Warp to "Lorenzen's Soil"—**A, A, C, C, B, B, A, A**

ECCO THE DOLPHIN

Super Cheat Menu
Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, press **Right, B, C, B, C, Down, C, Up.** A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.
Invincibility
Input a valid password, press **START**, and wait for the screen that shows the name of the current level with your password. Press and hold **A** and **START**, and hold those buttons down until Ecco appears on the screen. Press **START** to unpause, and you'll be invincible

EL VIENTO

All the Magics
Press **START** to pause the game, then press **Up, Left, Right, Down, C.** Repeat this sequence five more times.
Slow Motion
Press **START** to pause the game, then press **Up, Left, Right, Down, A.**
Stage Skip
Press **START** to pause the game, then press **Up, Left, Right, Down, B** to skip stages, advancing to the next one
"Color Bar" Test Pattern
Press **A, B, C** and **START** when the Wolfteam logo appears on the screen.

EXMUTANTS

Cheat Menu
Go to the "Options Screen" and set the "Music" to 05 and the "Sound FX" to 21. Highlight "Exit," then press and hold **A, B** and **C** while pressing **START**

GARGOYLES

Secret Messages
Pause the game at any time and press **A, B, Right, A, C, A,** then press **START** to unpause. You'll get a secret message from the creators of *Gargoyles*. If you pause the game and press **A, B, Right, A, C, A, Down, A,** then press **START** to unpause, you'll get another secret message, this time with some funky spheres spinning around the screen. If you're interested in this, you can

Tyrone's OTHER Favorite Arcade

Among the finest arcades in Southern California is Southern Hills Golfland, located in Stanton, California. It's not as large as Sega Virtua and or some other big-name arcades, but it's definitely leader in terms of quality. This arcade and miniature golf course is frequented by some of the most competitive players on the West Coast. Besides playing host to some of California's highest-ranking tournament champions, Golfland is also used as a test site by Sega, NK and Capcom; that means you might see new games being tested here before they appear in other arcades around the country. Be warned that Golfland is a fighting-game lover's dream. It has several major fighting game and players with the skills to kick your butt. If you're ever anywhere near Disneyland, be sure to stop by and check out this arcade. It's got everything you need: food, games at low prices and a bunch of *Street Fighter III* machines.

control the movement of the spheres as follows:
• Press **START** to pause
• Press **A** to change the configuration of the spheres
• Hold **Up** to move the spheres closer together
• Hold **Down** to move the spheres farther apart
• Hold **A** and hold **Left** or **Right** to flip the spheres horizontally
• Hold **B** and hold **Left** or **Right** to flip the spheres vertically
• Hold **C** and hold **Left** or **Right** to rotate the spheres

To get out of either "message" screen, hold **A** + **B** + **C** and press **START**.

Refill Energy
Pause the game at any time and press **A, B, Right, A, C, A, Down, A, B,** then press **START** to unpause; you'll hear "Sega!" and your energy meter will be refilled

Fireball Trick
Pause the game at any time and press **A, B, Right, A, C, A, Down, A, B, Right,** then press **START** to unpause; you'll hear "Sega!" to confirm the code. Now you can throw fireballs by pressing the A button.

Stage Skip
Pause the game at any time and press **A, B, Right, A, C, A, Down, A, B, Right, A;** you'll hear "Sega!" and you'll immediately skip to the next stage

HARDBALL

Fat Pitch
During a game, substitute the pitcher with another player who is not a pitcher. The new pitcher will throw a special pitch called "FAT."

HAUNTING STARRING POLTERGUY

More Points, More Houses
In the first house, enter the grandfather clock in the dining room by pressing A. While in the clock, press **B, C, C, B**. Press **A** again to exit the clock. You'll now have 15,000 points and be in the second house.
In the second house, enter the toilet in the Jacuzzi Room and press **C, C, C, B**. You'll get 15,000 points and be in the third house.
In the third house, enter the garbage can in the garage. Press **B, C, B, B** and exit the garage. You'll be in the final house and get 45,000 points.

JOHN MADDEN FOOTBALL

Super Bowl Passwords
Atlanta at Miami: 7777777
Los Angeles at Cincinnati: 6777777
New York at New England: 5777777
Washington at Kansas City: 4777777
Chicago at Pittsburgh: 377777
Los Angeles at Pittsburgh: 277777
Philadelphia at Houston: 177777

JOHN MADDEN FOOTBALL '92

EASN Bowl Passwords
Chicago vs. Kansas City: B3FMKGMT
Chicago vs. Buffalo: B3FM8FB5

JURASSIC PARK

Super Cheat Mode
Enter the password "NYUKNYUK". Press **START** and the message "SECOND CONTROLLER ENABLED" will appear on the screen. Exit from the password screen, or enter any valid password to start the game. Press the **B** button on Controller 2 to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon. Hold **A** on Controller 2, for slow-motion mode. You can also use the D-pad on Controller 2 to move your character anywhere, even through walls, floors and ceilings.

Stage-Select/Sound Test Menu
Visit and exit the "OPTIONS" menu, then enter the "cheat" password "NYUKNYUK". Highlight the left or right arrows ("<<" or ">>"), then press and hold **A, B, C** and **START** one button at a time, in that exact order. The "SECOND CONTROLLER ENABLED" message will appear. If you highlight "EXIT" and press any button, then start the game, you'll get a hidden stage-select menu with a bonus sound test.

JUNGLE STRIKE

Super Cheat Passwords
These codes will start you at any mission with ten lives and all of the co-pilots rescued
RXWT7456K8—Campaign 2
9WT7NL6MHBV—Campaign 3
X7NL45HPG94—Campaign 4
VL456MGCZVH—Campaign 5
WS6MHPZJFTZ—Campaign 6
TMHPGCFDYN3—Campaign 7
7P6CZJYK34X —Campaign 8
NCZJFD3BR67—Campaign 9

LAKERS VS. CELTICS AND THE NBA PLAYOFFS

Start Playoffs with a Three-Game Lead
Enter **LGQ HJK** for the fourth game between the Celtics and the Spurs.

Start with Game 7
Enter **TW6 CGK** for a game between the Pistons and the Lakers.

THE LAWNMOWER MAN

Cheat Code
On any of the platform levels, press **START** to pause the game, then press **Up, Right, A, B, A, Down, Left, A, Down.** Unpause the game to complete the sequence. With that code in place, pause the game again. To skip to the next level, press **B**. To access a cheat menu—with invincibility, multiplier and stage-select options—press **C**. With the code in place, you can use these cheats on any stage, not just the platform levels.

MADDEN '94

Secret Teams
There are dozens of hidden teams in the game, most of them are classic NFL and AFL line-ups, some are all-pro squads and several are teams from the little-known World League of American Football. To find them, simply access the "Team Selection" screen and enter one of the following codes. The cheats work for either team, so if—for example—you wanted to put the '76 Vikings against the '95 Barcelona Dragons, you'd just put the NFL cursor on the left side, enter the Vikings code, then move the cursor to the right and enter the Dragons code. All codes are entered with the **A, B** and **C** buttons.
AABBBCA—'80 Atlanta Falcons
AABCACC—'70 Baltimore Colts
AACAAAB—'68 Baltimore Colts
AACACBA—'64 Baltimore Colts
AACBBBC—'65 Cleveland Browns
AACCACB—'93 Buffalo Bills
ABAAAAA—'92 Buffalo Bills
ABAACAC—'91 Buffalo Bills
ABABBBB—'90 Buffalo Bills
ABACACA—'73 Buffalo Bills
ABACCBA—'85 Chicago Bears
ABBACAB—'77 Chicago Bears
ABBBBBA—'66 Chicago Bears
ABBCABC—'63 Chicago Bears
ABBCCCB—'88 Cincinnati Bengals
ABCACAA—'81 Cincinnati Bengals
ABCBBAC—'93 Dallas Cowboys
ABCCABB—'92 Dallas Cowboys
ABCCCCA—'78 Dallas Cowboys
ACAABCC—'77 Dallas Cowboys
ACABBAB—'75 Dallas Cowboys
ACACABA—'71 Dallas Cowboys
ACACCBC—'70 Dallas Cowboys
ACBABCB—'89 Denver Broncos
ACBBBAA—'87 Denver Broncos
ACBCAAC—'77 Denver Broncos
ACBCCBB—'62 Detroit Lions
ACCABCA—'67 Green Bay Packers
ACCBACC—'66 Green Bay Packers
ACCCAAB—'80 Houston Oilers
ACCCCBA—'69 Kansas City Chiefs
AAAABBC—'66 Kansas City Chiefs
BAABACB—'62 Dallas Texans
BAACAAA—'90 Los Angeles Raiders
BAACCAC—'83 Los Angeles Raiders
BABABBB—'80 Oakland Raiders
BABBACA—'76 Oakland Raiders
BABBCCC—'67 Oakland Raiders
BABCCAB—'91 Los Angeles Rams
BACABBA—'84 Los Angeles Rams
BACBABC—'79 Los Angeles Rams
BACBCCB—'68 Los Angeles Rams
BACCCAA—'84 Miami Dolphins
BBAABAC—'82 Miami Dolphins
BBABABB—'73 Miami Dolphins
BBABCCA—'72 Miami Dolphins
BBACBCC—'71 Miami Dolphins
BBBABAB—'76 Minnesota Vikings
BBBBABA—'74 Minnesota Vikings
BBBBCBC—'73 Minnesota Vikings
BBBCBCB—'69 Minnesota Vikings
BBCABAA—'85 New England Patriots
BBCBAAC—'76 New England Patriots
BBCBCBB—'79 New Orleans Saints
BBCCBCA—'90 New York Giants
BCAAACC—'86 New York Giants
BCABAAB—'70 New York Giants
BCABCBA—'68 New York Jets
BCACBBC—'80 Philadelphia Eagles
BCBAACB—'60 Philadelphia Eagles
BCBBAAA—'79 Pittsburgh Steelers
BCBBCAC—'78 Pittsburgh Steelers
BCBCBBB—'75 Pittsburgh Steelers
BCCAACA—'74 Pittsburgh Steelers
BCCACCC—'75 St. Louis Cardinals
BCCBCAB—'94 San Diego Chargers
BCCCBBA—'81 San Diego Chargers
CAAAABC—'66 San Diego Chargers
CAAACCB—'63 San Diego Chargers
CAABCAA—'94 San Francisco 49ers
CAACBAC—'89 San Francisco 49ers
CABAABB—'88 San Francisco 49ers
CABACCA—'84 San Francisco 49ers
CABBBCC—'81 San Francisco 49ers
CABCBAB—'78 Seattle Seahawks
CACAABA—'79 Tampa Bay Buccaneers
CACACBC—'91 Washington Redskins
CACBBCB—'87 Washington Redskins
CACCBAA—'83 Washington Redskins
CBAAAAC—'82 Washington Redskins
CBAACBB—'72 Washington Redskins
CBABBCA—Hall of Fame I
CBACACC—Hall of Fame II
CBBAAAB—'95 All-Madden
CBBACBA—'95 AFC Pro Bowl
CBBBBBC—'95 NFC Pro Bowl
CBBCACB—'95 Amsterdam Admirals
CBCAAAA—'95 Barcelona Dragons
CBCACAC—'95 Frankfurt Galaxy
CBCBBBB—'95 London Monarchs
CBCCACA—'95 Rhein Fire
CBCCCCC—'96 Scotland Claymores
CCAACAB—'95 EA Sports Team Madden
CCABBBA—All '50s
CCACABC—All '60s
CCACCCB—All '70s
CCBACAA—NFL Players Association I
CCBBBAC—NFL Players Association II
CCBCABB—NFL Players Association III
CCBCCCA—NFL Players Association IV

MEGA BOMBERMAN

Stage Passwords
Area 1—Jammin' Jungle
Stage 2: 6800
Stage 3: 5120
Boss: 7420
Area 2—Vexin' Volcano
Stage 1: 4501
Stage 2: 8111
Stage 3: 7421
Stage 4: 1051
Boss: 3351
Area 3—Slammin' Sea
Stage 1: 4502
Stage 2: 8112
Stage 3: 7422
Stage 4: 1052
Boss: 3352
Area 4—Crankin' Castle
Stage 1: 6803
Stage 2: 0513
Stage 3: 9723
Stage 4: 3353
Boss: 5653
Area 5—Thrashin' Tundra
Stage 1: 8114
Stage 2: 2814
Stage 3: 1134
Stage 4: 5654
Boss: 7954
Area 6—Cruisin' Comet
Final Stage: 0515

MERCS

Faster, Smarter Enemies
Highlight Original Mode at the options screen, hold **A, B** and **C** and press **START**.

MICKEY MANIA

Stage Select
At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Think....". Now highlight the EXIT option and hold the D-pad to the Left for about five seconds; you'll hear a jingle. Now you'll get a level select menu when you start the game.

MIG-29

Super Password
Access to all missions, including Iron Hand and White Pegasus: WEXBJOISGIITES.

MIGHT & MAGIC—GATES TO ANOTHER WORLD

Secret Cheat
Choose "View Character" from the non-combat menu. When the screen says "View Which?", press and hold **Left, A** and **C**, then release all three buttons at once. When the character menus come up, press **Left** repeatedly, you'll start to see stats for a lot of strange characters with incredible weapons and armor. If you make these weird characters trade their treasures to the members of your party, you'll be able to get tons of important items quickly and easily. You can earn quick experience points by accepting the knight's quest—since you'll probably have immediate access to the weapon he asks for—and you can sell the unused weapons for plenty of gold.

Free Food
Choose the "Share" option from your command menu and select "Food". After repeating this several times, your entire party's food supply will increase.

MLBPA SPORTSTALK BASEBALL

Easy Out
If the computer team has men on second and third or bases loaded, press the **B** button and throw the ball to third base, then quickly throw to first. You'll see the runners take off but the man on second takes so long to get back to the

test before any other arcade in Southern California.

machines where you can try to win a prize.

shooting games for the athletically inclined.

base that you can always pick him off.

MORTAL KOMBAT

Secret Boss

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". Now look at the moon in the background; if there is a shadow of any kind flying in front of the moon, follow these steps: You must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile. If there is no shadow flying in front of the moon, you cannot reach Reptile. The "Super Cheat Code" below can help you; turn on Flag 2 at the cheat menu to guarantee a shadow in front of the moon on the Pit stage.

Arcade Mode

Wait for the screen which says, "The word 'code' has many different definitions," etc. Press **A, B, A, C, A, B, B**. You'll hear Scorpion say, "Get over here!" as the letters turn blood red. You've just activated "Mode A," with all fatalities and blood effects intact.

Super Cheat Code

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing **Down, Up, Left, Left, A, Right, Down.** A third menu item called "Cheat Enabled" will appear. Highlight this new option and press **START**, you'll get a hidden configurat on menu with new options as follows:

- Fighter 1/Fighter 2—Control what characters will be seen in the "Demo" mode (see below).
- Plan Base—Fight your opponents in a predetermined order in the 1-player mode.
- Chop-Chop—Allows you to choose which materials you'll be shattering in the block-breaking Bonus round; this only works when you enter the Bonus stage from this cheat menu by choosing "Chop-Chop" under the "Demo" option.
- 1 Play Chop/2 Play Chop—These numbers determine the frequency with which the Bonus stage appears during the game. Choose "1" to make the bonus stage appear after every battle or "6" to stall it for six battles. "0" disables the Bonus stage entirely.
- Demo—This option will show you different sequences from the game; just pick a scene and press the **A** button to view it.
- FLAG0/FLAG1—Player 1 and/or Player 2 starts each round in "Danger" mode; one hit and you're dead.
- FLAG2—Guarantees a shadow in front of the moon on the Pit stage.
- FLAG3—Changes the moon shadow into the head of Fergus McGovern of Probe Software.
- FLAG4—Gives you Reptile hints before every battle.
- FLAG5—Gives you infinite credits.
- FLAG6—The computer does fatalities on you in one-player mode.
- FLAG7—Locks in the background at the Palace Gates stage all the way up to the endurance match.
- Blood On—Turns on the blood effects and arcade fatalities.
- Cheat On—Turn this "Off" to deactivate all of the flags simultaneously; otherwise, leave it in the default "On" position.
- 1st Map—Use this to select the starting scenario or background. If you choose to start at the Pit, you will always get a shadow in front of the moon, which makes it easier to find Reptile.

MORTAL KOMBAT II

Test Modes

At the options menu, put the cursor on "DONE!" and press **Left, Down, Left, Right, Down, Right, Left, Left, Right, Right**. A new menu option called "Test Modes" will appear. The new menu options allow you to make either player invincible, put either character in "Danger" mode, choose any background, set free play, make the computer do fatalities and more.

Fergality

At the Test Modes menu, set the Background to 6 and turn on the "Oooh, Nasty!" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press **Away, Away, Away, Block**. That weird character is Fergus McGovern of Probe Software, developer of the Genesis version of *MKII*.

MORTAL KOMBAT 3 (SGX)

Test Modes

At the options menu, put the cursor on "DONE!" and press **Left, Down, Right, Right, Down, Left, Left, Left, Left, Right, Right, Right**. A new menu option called "Test Modes" will appear, giving you options similar to the Genesis cheat menus described above.

MORTAL KOMBAT 3

Play as Smoke

When the *MK3* logo appears at the beginning of the game and you near a gong, press **A, B, B, A, Down, A, B, B, A, Down, Up, Up**. You'll hear Shao Kahn say "Smoke" and the background color will change from black to blood-red. Now Smoke is a playable character in both the one- and two-player modes.

Endurance Mode

At the main menu, highlight the words "Start Game", hold the **A** and **C** buttons and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. Press **START** to register for the battle, then use **Left** and **Right** on the D-pad to choose a fighter for each box in the line-up. Press **B** to choose a fighter at random for the current box, or hold **Up** and press **START** for a random selection of characters for all boxes. Choosing the dragon logo is the same as choosing a character at random, but you won't know who the character is until his or her turn comes up during the fight. With a Sega Tap adapter, up to four players can participate.

Secret Cheat Menus

At the main menu, press **A, C, Up, B, Up, B, A, Down**. A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game. "Continues" allows you to change the number of credits in a one-player game (up to 95) and "Bio Screen" lets you see any character's biography simply by pressing the **START** button.

Also at the main menu, press **B, A, Down, Left, A, Down, C, Right, Up, Down**. Another new menu item called "Secrets" will appear. The "Timer" option allows you to change the speed of the game clock, or switch it off entirely. "Win Screen" lets you see the ending story of any character by pressing the **START** button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game.

Another cheat code that can be entered at the main menu is **C, Right, A, Left, A, Up, C, Right, A, Left, A, Up**, which gives you a "Killer Codes" menu. "Quick End" lets you perform fatalities, babalities, etc. with just one or two buttons, usually the last button (or combination of buttons) in the series when you perform the finishing move normally. (For example: the sequence for Jax's normal Friendship move ends with the **LOW KICK** button. If you set the "Quick End" option to "Friendships", you can do Jax's Friendship move by simply pressing the **LOW KICK** button once when the screen says "Finish Him!") The "Smoke" option gives you the ability to activate Smoke as a playable character without the hassle of entering the "Play as Smoke" code described above, and "Bosses" lets you choose Shao Kahn or Motaro as controllable characters—but only in two-player mode. "Play Hidden Game" lets you sample the hidden shooter game which appears when the battle counter reaches 100 in the normal game; hold any button after you lose your last ship to see some statistics about your performance.

MUTANT LEAGUE HOCKEY

Password

Play as the Lizard Kings against the Mutant Monsters in the Monster Cup Championship by entering 3BFLZXLBKRRSL.

Payoffs—Liars vs. Slayers:
PBXTTYPKSQP7B

Monster Cup Championship—Trolz vs. Bots:
GV5LBN3J884XG

Monster Cup Championship—Things vs. Slammers:
BCV6CMW7DNX8F

NBA HANGTIME

Secret Power-Ups

Each of these codes should be entered at the "Tonight's Matchup" screen just before the game starts.

ABA Ball—Hold **Right**, press **A, B, C**

Rooftop Court—Press **Left, Left+B, Left, Left+B**

Hawaii Court—Press **B, A, Right, Right, A, C, Up, Down, A**

No Drift—Press **Down, Down, B, A**

Computer Assistance Off—Hold **Right**, press **C, C**

In addition to the above codes, the following power-ups can be activated by using the **A, B** and **C** buttons to change the numbers at the bottom of the screen as follows:

Tournament Mode—111
Fast Pass—127
Max. Speed—284
No Pushing—390
Hyper Speed—552
Max. Block—616
Max. Steal Ability—709
Max. Power—802
Goaltending Allowed—937

NBA JAM

Special Guest Players

To access hidden characters, enter your initials as follows.

Mark Turmell: Enter MJ, highlight T, hold **START** and press **A**.

Sal DiVita: Enter SA, highlight L, hold **START** and press **C**.

Jamie Rivett: Enter RJ, highlight R, hold **START** and press **B**.

Bill Clinton: Enter AR, highlight K, hold **START** and press **A**.

Al Gore: Enter NE, highlight T, hold **START** and press **B**.

Warren Moon: Enter UW, highlight "■" (the space character), hold **START** and press **A**.

George "P-Funk" Clinton: Enter DI, highlight S, hold **START** and press **C**.

Secret Power-Ups

Each of the following cheats should be performed at the pregame screen that says "Tonight's Match-Up."

Show Shot Percentage: Press **A**, then press and hold **A, B** and **Down** until the tip-off

"Juice Mode": Press **A** 13 times, then press and hold **B** and **C** until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the **B** button 14 times.

Power-Up Defense: Press **A** five times.

Power Up Turbo: Press **A** 13 times, then press and hold **A, B** and **C** until the tip-off.

Power-Up Fire: Press **B** seven times, then press and hold **B, C** and **Up** until the tip-off.

Power-Up Dunks: Rotate the D-pad 360° and press the **B** button 13 times.

NBA JAM TOURNAMENT EDITION

Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight "G", press **A**; highlight "O", hold **START** and press **B**, highlight "R", hold **START** and press **B**.

Benny (team mascot): Highlight "B", hold **START** and press **B**; highlight "N", press **A**; highlight "Y", hold **START** and press **C**.

Hugo (team mascot). Highlight "H", press **A**; highlight "G", hold **START** and press **C**, highlight "O", hold **START** and press **A**.

Crunch (team mascot): Highlight "C", hold **START** and press **A**, highlight "R", hold **START** and press **B**; highlight "N", press **A**.

Bill Clinton. Highlight "C", hold **START** and press **A**; highlight "I", press **A**; highlight "C", hold **START** and press **B**.

Hilary Clinton: Highlight "H", press **A**, highlight "C", hold **START** and press **B**, highlight "■" (the space character), press **A**.

Prince Charles: Highlight "R", hold **START** and press **B**, highlight "O", hold **START** and press **A**; highlight "Y", press **A**.

00Larry Bird. Highlight "B", hold **START** and press **A**, highlight "R", hold **START** and press **C**; highlight "D", hold **START** and press **A**.

Frank Thomas: Highlight "S", hold **START** and press **B**; highlight "O", press **A**; highlight "X", hold **START** and press **A**.

Randall Cunningham Highlight "P", press **A**, highlight "H", hold **START** and press **A**; highlight "I", hold **START** and press **C**.

Mike D: Highlight "M", hold **START** and press **C**; highlight "K", press **A**; highlight "D", hold **START** and press **C**.

AdRock: Highlight "A", press **A**; highlight "D", hold **START** and press **C**, highlight "R", hold **START** and press **B**.

MCA: Highlight "M", hold **START** and press **B**, highlight "C", hold **START** and press **B**, highlight "A", press **A**.

Jay Moon Highlight "J", press **A**, highlight "A", hold **START** and press **A**, highlight "Y", hold **START** and press **B**.

Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up screen just before the tip-off.

Display Shot Percentage: **Up, Up, Down, Down, B**

Quick Hands: **Left, Left, Left, Left, A, Right**

Max. Power: **Right, Right, Left, Right, B, B, Right**

Powerup Goaltending: **Right, Up, Down, Right, Down, Up**

Powerup Fire: **Down, Right, Right, B, A, Left**

Powerup Turbo: **B, B, B, A, Down, Down, Up, Left**

Powerup Offense: **A, B, Up, A, B, Up, Down**

Powerup 3-Pointers: **Up, Down, Left, Right, Left, Down, Up**

Powerup Dunks: **Left, Right, A, B, B, A**

Powerup Push: **Down, Right, A, B, A, Right, Down**

Push One Opponent and Both Fall: **Up, Up, Up, Up, Left, Left, Left, Left, A, A**

Push One Opponent and Only Teammate Falls: **Up, Up, Up, Up, Left, Left, Left, Left, A, B**

Teleport Pass: **Up, Right, Right, Left, A, Down, Left, Left, Right, B**

High Shots: **Up, Down, Up, Down, Right, Up, A, A, A, A, Down**

T&T Anime

Street Fighter II V

So you say you can't get enough of *Street Fighter*? You have the movie, the anime movie and every game released? Well, Manga Entertainment's domestic version of *Street Fighter V* has just hit the shelves. This new animated series has little in common with *Street Fighter: The Movie*. Each volume contains three episodes with a running time of about 90 minutes; the entire series is 29 episodes long! In the first tape of the series, the story begins with Ken and Ryu at the very young age of 17. Ken invites Ryu to the U.S. where they both get into a little trouble with Gulle. In the ensuing battle, the young World Warriors learn that they aren't the toughest fighters

Speed Up, Up, Up, Up, Left, Left, Left, Left, B, A
Slippery Court: A, A, A, A, A, Right, Right, Right, Right, Right

NHL '95

30-Second Periods
When the Controller Configuration screen comes up, hold **A**, **C** and **START**, then release. The Scouting Report screen will come up, so press and hold **A**, **C** and **START** again. On the next screen, choose Abort Game. This will bring you back to the main menu. The Period Length will now say 30 seconds.

OUTRUN

Cheat Menu
At the first title screen, press **START**, then press the **A** button 11 times, press **B** three times and press **C** eight times. Now visit the Options menu, you'll see the words "Hyper Options" at the top of the screen and new "Stage Select" and "Mode Select" options at the bottom. The Mode number works as follows:
Mode 1: You can drive through your opponents' cars without collisions.
Mode 2: You can drive even after the timer runs out.
Mode 3: Combines the effects of Modes 1 and 2.
Mode 4: The programmers' debugging codes appear on the screen
Mode 5: Combines the effects of Modes 1 and 4
Mode 6: Combines the effects of Modes 2 and 4
Mode 7: Combines the effects of Modes 1, 2 and 4.

PAC-MAN 2: THE NEW ADVENTURES

Original Pac-Man and Pac Jr
Enter the code **PCMN0RG** at the password screen to play the original *Pac-Man*.
Enter the code **PCJRDPW** at the password screen to play *Pac Jr.*
Sound Test
Enter **SO*NDTP.**
Pattern Test
Enter **PrTT*RN**
Time Trial
Enter **TR**LMP** for the Time Trial.
(Note: * represents the Pac-Man symbol.)

PITFALL: THE MAYAN ADVENTURE (32X)

Each of the following cheats must be entered at the title screen, after the flying boomerang appears.
Warp to 2600 Pitfall!—**Down**, **A** 26 times, **Down**.
Warp to Simon Game—**B**, **A**, **Down**, **C**, **Right**, **A**, **B**
Stage Select—**C**, **A**, **C**, **A**, **Down**, **Up**, **Down**, **Left**, **Down**, **Up**, **Up**.
Infinite Continues—**C**, **C**, **C**, **C**, **Left**, **A**, **Down**, **Up**, **Down**.
Full Weapons—**A**, **B**, **Up**, **C**, **A**, **C**, **A**.
Nine Lives—**Right**, **A**, **Down**, **B**, **Right**, **A**, **B**, **Up**, **Down**.
Super Speed—**B**, **A**, **Right**, **C**, **Right**, **Up**, **Down**.
See Credits—**C**, **Right**, **Down**, **C**, **Right**, **Down**, **C**, **Right**, **Down**.

POWER MONGER

Conquest Password
Select the "Restore Conquest" option and enter the password 2MNOA2WSD. Now select the "Continue Conquest" option and you'll find every one of the 195 territories on the map can be selected.

RADICAL REX

Stage Select
At the Title Screen, enter **A**, **C**, **Down**, **Right**, **Up**, **B** on Controller 2.

RBI '94

Tengen Team
Enter THECHALLENGE at the password menu to play against the people who designed the game. If you beat the Tengen team, you'll play against the Dream Team.

RED ZONE

Mission Passwords + Invincibility
Mission 1: **BAABAACBCBA**
Mission 2: **ABBBABACBBC**
Mission 3: **BAABAACBCBA**
Mission 4: **ABBBABACBAC**
Mission 5: **BAACAABAACA**
Mission 6: **ABBCAACACCC**
Mission 7: **BAACAABAABA**
Mission 8: **ABBCAACACBC**
Secret Asteroids Game
Enter the password **ABCACACBCAC**. If both controllers are hooked up when you enter the code, the game will be in two-player mode.

SKITCHIN'

Hidden Warp
To get the "Warp Bonus" on the "Race Stats" screen, look for fallen speed limit signs. If there is a billboard right behind the fallen sign, skate over to the billboard and jump into it to warp to a different stage.

SONIC 3-D BLAST

Stage Select/Stage Skip
At the title screen—while the words "Press Start" are flashing—press **B**, **A**, **Right**, **A**, **C**, **Up**, **Down**, **A**. The main menu will appear, even though you have not pressed the **START** button. Choose "Start" from the main menu, the Level Select menu will appear. You can choose any stage, including the Tails and Knuckles bonus rounds. With this code in place, you can skip stages at any time by pressing **START** to pause, then pressing the **A** button to warp to the next stage.

SONIC THE HEDGEHOG

Stage Select/Sound Test
At the title screen—just as Sonic is starting to appear—press **Up**, **Down**, **Left**, **Right**. You'll hear a chime. Now hold the **A** button and press **START** to get a secret menu that allows you to start at any stage or hear any of the game's music or sound effects.
Cheat Code
At the title screen—just as Sonic is starting to appear—press **C**, **C**, **Up**, **Down**, **Left**, **Right**. You'll hear a chime. With this code in place, you'll have access to the following features:
• System Reset—Press **START** to pause the game, then press **A** to reset to the title screen.
• Slow-Motion—Press **START** to pause, then hold the **B** button to play in slow motion. If you tap the **C** button while paused, you'll advance the action one "frame" at a time.
• Debug Mode—When the name of the current zone appears in big letters at the start of a stage, press the **A** button and hold it down until Sonic appears. Your "Score" indicator will be replaced by a bunch of hexadecimal numbers. Now you're invincible; the only thing that can kill you is if you fall off the screen. Press **B** during gameplay to change Sonic a different object from the game, while Sonic is a different object, you can move the object anywhere in the current stage with the D-pad. Also, when in "object" mode, press **A** to change to a different object, **C** to place a copy of that object on the screen or **B** to change back into Sonic and continue play. Use this feature to modify the game's stages or even "draw" hundreds of gold rings on the screen; when you change back into Sonic you can pick them all up.

SONIC THE HEDGEHOG 2

Stage Select
At the "Sound Test" menu, listen to sounds 19, 65, 09 and 17 in order; you'll hear a chime when you activate the last sound. Next, return to the title screen, highlight "1 Player", hold **A** and press **START** to access the stage-select menu. With this code in place, you'll also have access to the following features:
• System Reset—Press **START** to pause the game, then press **A** to reset to the title screen.
• Slow-Motion—Press **START** to pause, then hold the **B** button to play in slow motion. If you tap the **C** button while paused, you'll advance the action one "frame" at a time.
Chaos Emeralds Cheat
At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 04, 01, 02 and 06 in order; you'll hear the fanfare that sounds when you get a Chaos Emerald. This code gives you all of the Chaos Emeralds; you can grab 50 rings and jump to change into Super Sonic. You'll also be able to see the "good" ending when you beat the game.
Debug Mode
At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 01, 09, 09, 02, 01, 01, 02 and 04 in order; you'll hear a chime to confirm. Now highlight the name of any stage, hold the **A** button and press **START**; don't release **A** until the stage begins. See the codes for the original *Sonic the Hedgehog* above to find out how the debug mode works; the only difference is that you don't get invincibility when you enter the Debug Mode in *Sonic 2*
"Night" Mode
Enter the "Debug Mode" code above, then highlight the name of any stage at the stage-select menu, hold the **C** button and press **START**. This darkens the graphics, making it appear as if you're playing at n ghi

SONIC THE HEDGEHOG 3

Stage Select
After the Sega logo appears at the start of the game, you'll see a blurry scene of Sonic rushing toward you. The instant Sonic appears, quickly press **Up**, **Up**, **Down**, **Down**, **Up**, **Up**, **Up**. You'll hear a chime to confirm the code. Note: This is a very difficult code to enter. You must press the buttons at a consistent speed, starting at the exact moment when the screen turns black; you should finish entering the code just a split-second before the screen turns pure white. Use a very light touch on the D-pad and press **Up** and **Down** evenly, making sure not to touch the diagonals. If you don't hear the chime, just reset and try again. Once you've done it right, press **Up** or **Down** at the title screen menu until you see a new item called "Sound Test"; this gives you a stage-select and sound test menu. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option. With the code in place, you have access to the following features:
• System Reset—Press **START** to pause the game, then press **A** to reset to the title screen.
• Slow-Motion—Press **START** to pause, then hold the **B** button to play in slow motion. If you tap the **C** button while paused, you'll advance the action one "frame" at a time.
Debug Mode
At the stage-select menu (see above), highlight the name of any stage, hold the **A** button and press **START**, don't release **A** until the stage begins. See the codes for the original *Sonic the Hedgehog* above to find out how the debug mode works; the only difference is that you don't get invincibility when you enter the Debug Mode in *Sonic 3*. However, if you get killed when playing in Debug Mode, just press the **B** button quickly before Sonic falls off the screen with the surprised expression on his face; this will change him into an object and freeze the action. Now just use the D-pad to move the object to a safe place and press **B** to change back into a healthy Sonic.
"Night" Mode
At the stage-select menu (see above), highlight the name of any stage, hold the **C** button and press **START**. This darkens the graphics, making it appear as if you're playing at night.

SONIC & KNUCKLES

Secret Bonus Levels
Plug any Genesis cartridge into the top of *Sonic & Knuckles*. If the screen says "No Way! No Way?", press **A+B+C** to access randomly-generated sphere bonus levels.

SPACE HARRIER (32X)

Arcade Mode
When the Sega logo appears, hold **A+C** and hit **START** on Controller 2. You'll hear a voice say, "Get ready!" and the words "Insert Coins" will appear at the title screen instead of "Press Start". Now you're in Arcade Mode, which allows you to use your continues to keep the game going instead of returning to the title screen and starting at the beginning of the last "checkpoint" stage. Note that you can't access the option menu in Arcade Mode, if you need to do so, just set the options first, then wait for the demo to return to the Sega logo before entering the code.

SPIDER-MAN: WEB OF FIRE (32X)

Cheat Mode
Note: You must have a six-button controller to use these cheats. While the Sega logo is on the screen, press **Up**, **Right**, **Left**, **A**, **Z**, **Y**. You'll hear the sound of breaking glass to confirm the code. Now you can access a stage-select/sound test menu at any time by pressing the **X** button. Press **Y** during gameplay to freeze the screen and see the programmers' debugging coordinates, or press **Z** during the game to max out your energy, web fluid, lives and Daredevil symbols.

STAR WARS: ARCADE (32X)

Suspend Time
Pause the game and press **Down**, **B**, **B**, **Up**, **Right**, **Left**.
Reset Timer
Pause the game and press **Left**, **Down**, **A**, **C**, **Down**, **Up**.
Sound Test
Pause the game and press **Up**, **Right**, **Left**, **A**, **Down**, **C**.
Note: You can't do these cheats without a six-button controller because, in three-button mode, the game has no pause feature.

SYLVESTER AND TWEETY IN CAGEY CAPERS

Looney Cheats
Each of these commands should be performed at the Stage Prop screen, which appears when you press **START** during the game.
• Extra Time—Press **START** to pause, then press **Up**, **A**, **B**, **C**, **C**, **A**, **Up**, **C**, **C**, **C**, **Up**. The clock will be reset to zero.
• Extra Energy—Press **START** to pause, then press **A**, **A**, **A**, **B**, **B**, **A**, **B**, **C**. Sylvester's health will be restored
• Extra Points—Press **START** to pause, then press **C**, **C**, **C**, **C**, **B**, **C**, **A**, **A**, **C**, **B**, **A** to increase your score by 10,000.
• Extra Continues—Press **START** to pause, then press **Right**, **Left**, **A**, **A**, **B**, **Up**, **C**, **A**, **B**, **B**, **C** to add

around—at least, not yet. Later episodes focus on their travels and exploits, will include an inevitable meeting with 15-year-old Chun-Li. What's so intriguing about the new series is that each fighter isn't mastered yet their full potential. Earlier episodes, both Ken and Ryu learn how to channel their Ki and develop the Fireball and Dragon Punch attacks. Directed by Gisaburo Sugii, each of the six volumes retails for $19.95 (for the English dubbed version) or $24.95 (for the subtitled edition). For more information, contact Manga Entertainment, at (323) 751-0020 and tell them you read about it in *Tips & Tricks*.

an extra continue to your reserve. Repeat whenever necessary to keep your continues maxed out.

• Invincibility—Press **START** to pause, then press **B, B, Up, A, Left, Right, Down, Right, B, B, C** for temporary invincibility

TAZ IN ESCAPE FROM MARS

Cheat Menu
When the Sega logo appears, press and hold **A+B** on Controller 1 and **B+C** on Controller 2. When the game starts, press **START** to pause. Hit any button and the cheat menu will appear.

THUNDER FORCE III

All Weapons
During play, press **START** to pause, then press **Up** ten times, **B** once, **D** twice and finally, press **B** once. This sequence will give you all the weapons. Press **A** for the claw, and then **START** to unpause the game.

TINY TOON ADVENTURES BUSTER'S HIDDEN TREASURE

Passwords
Level 5: MMBK DDLL DLBG LLDD LDTG
Level 6: HJBB DDDD DDBK DDLL LDTN
Level 7: UBBB DDLL LDBB LLLL LDDQ
Level 8: YBBB MDLL LLBB DDLL LDMQ
Level 10: ZBBB TGLD LDBB TLDL LLNG
Level 11: PBBB TKLD DLBB TGDL DLNV
Level 12: YBBB TZDD DLBB TKDD LDNT
Level 13: QHBB TZGL LLBB TZDL LDZM
Level 14: MHBB TZKD LDBB TZGD LLTM
Level 16: ZBBB TZBG DDBB TZBD DLRR
Level 17: PRBB TZBK DLBB TZBG DDRZ
Level 18: YRBB TZB8 DDBB TZBK LLRG
Level 19: ZRBB TZBQ DLBB TZB8 DLRX
Level 20: ZHBB TZBQ GDBB TZBW DLHY
Level 21: VNBB TZBQ KLBB TZBQ GLJY
Level 22: KJBB TZBW ZLBB TZBW KLMM
Level 23: XJBB TZBW ZGBB TZBW ZLTB
Level 24: JJBB TZBW ZGBB TZBW ZLT8

TOMMY LASORDA BASEBALL

Erase Third Strike
If you strike out, quickly pause the game before the pitcher gets the ball back from the catcher; you may have to press **START** several times before you get it to register. Now press **C** to restart the game, and you'll see that the same batter is still at the plate with just two strikes, as if the strikeout had never happened

TOUGHMAN CONTEST

Each of the following codes should be entered at the password screen. If you've entered the code correctly, the name of the cheat will show up at the game set-up menu.

Director's Cut
Enter the password RUBE. Start the game. Fighter 2 is headless and bleeding.

Stealth Mode
Enter the password FQSTER. Start the game. Fighter 2 is the Noob Saibot of *Toughman Boxing*

To the Death Mode
Enter the password 2LT. Start the game. Time is infinite. The first fighter to get three knockdowns wins.

Caffeinated Mode
Enter the password HYPER. The game is played at double speed

Iron Man Mode
Enter the password MAXX. Fighter 1 takes no damage. Use this to try to finish the game, but remember that the CPU can still beat you on points, so you ar enot guaranteed victory

All The Moves
Enter the password MRBUCKEYE. Start the game. You can throw all of the power punches no matter what fighter configuration you set up.

Little Napoleon
Enter the password WEASEL. Fighter 2 will be drawn 32 pixels shorter than normal. Don't try for the temples because you can only hit him with body shots.

Whoop Ass Mode
Enter the password SUPERG. Start the game. The CPU difficulty is as high as you can get. The CPU will probably beat you.

Nuclear Waste Man
Enter the password NUCLEAR. Start the game. Your opponent is glowing with nuclear waste.

TOY STORY

Invincibility
Complete the game's first stage; then, at the start of the second stage ("Red Alert!") you must collect the three stars above the toybox. Now move to the right and collect four more stars for a total of seven; if you accidentally grab more than seven, the cheat won't work. Once you've collected seven stars, jump into the toybox and hold **Down** on the D-pad for six seconds. You'll see Woody's health star begin to spin around, indicating that you are now invincible for the rest of the game

Stage Skip
At the start of the game, wait for the *Toy Story* title screen that shows Woody glaring at Buzz Lightyear while the words "PRESS START" are flashing, then spell the word "abracadabra" on the control pad by pressing **A, B, Right, A, C, A, Down, A, B, Right, A**. You'll hear Woody yell, "Hot! Hot! Hot!" to confirm the code. Now start the game; when you want to skip a stage, just hit **START** and press **A** while the game is paused to warp immediately to the end.

TYRANTS

Hidden Sinistar Game
To play a hidden game that's based on the classic Williams shoot-'em-up, *Sinistar*, choose "LOAD/SAVE" from the "OPTIONS" menu and enter "JOOLS" as your password. Use the **B** button to shoot at your enemies and use the **C** button to fire the Sin bombs.

ULTIMATE MORTAL KOMBAT 3

Secret Cheat Menus
At the main menu—the one that says "Start Game/Options"—press **A, C, Up, B, Up, B, A, Down**. You'll hear Shao Kahn say, "Excellent!" and three new menu options will appear. "Cheats" gives you a sound test, a "Bio Screen" select and the ability to give yourself up to 95 continues. "Secrets" lets you adjust or disable the timer, see any fighter's "Win Screen" and choose any Kombat Zone. "Killer Codes" lets you perform "Quick End" finishing moves, activate Shao Kahn or Motaro as playable characters in two-player games or play the hidden shoot-'em-up game. See the description of "Quick Ends" in the tip section under *Mortal Kombat 3* for more information on how they work

VECTORMAN

Hidden Game + Level Warps
When the Sega logo appears at start-up, notice that you can move Vectorman around the screen with Controller 1. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next, make Vectorman jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready" on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky; 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day 10.

Blow Up Sega
Also at the Sega logo screen, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen; if you blow it up, it will reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb, the Sega logo will go dark and the background will stop moving

Cheat Codes
Vectorman has tons of cheats that can be activated during the game with the following sequence: Press **START** to pause, enter the code, then press **START** to unpause. Try the following codes while the game is paused for different effects:
ABRACADABRA (**A, B, Right, A, C, A, Down, A, B, Right, A**)—Refill your energy counter at any time
BALL or BALD (**B, A, Left, Left or B, A, Left, Down**)—See the programmers' debugging coordinates
ABACABB (**A, B, A, C, A, B, B**)—Five dots will appear around Vectorman and follow him wherever he goes.
DRACULA (**Down, Right, A, C, Up, Left, A**)—When you get hit, the game will slow down in order to help you to recover safely.
CALL A CAB (**C, A, Left, Left, A, C, A, B**)—Vectorman turns into a small arrow. This works like a level warp, you can move the arrow anywhere in the current level without taking any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but you can destroy many enemies just by touching them. When you want to change back into Vectorman, just pause and enter the CALL A CAB code again

Super Cheat Menu
At the Options menu, press **A, B, B, A, Down, A, B, B, A**. You'll be taken to a top-secret cheat menu that allows you to adjust your health meter and start at any stage with any weapon.

VECTORMAN 2

Refill Energy
Press **START** at any time during the game to pause, then press **B, A, B, A, Left, Up, Up**. When you unpause, you'll find that your energy has been refilled. Repeat whenever necessary to keep your health maxed out.

Add Extra Lives
Press **START** at any time during the game to pause, then press **Right, Up, B, A, Down, Up, B, Down, Up, B**. When you unpause, you'll have one extra life. Repeat whenever necessary to keep your lives maxed out.

Get Special Weapons
Press **START** at any time during the game to pause, then press **C, A, Left, Left, Down, A, Down**. When you unpause, your weapon will be upgraded to the next most powerful one. Repeat the code as necessary until you've got the weapon you want

Stage Select/Sound Test
Press **START** at any time during the game to pause, then press **Up, Right, A, B, A, Down, Left, A, Down**. When you unpause, you'll see a top-secret cheat menu with sound and music test options as well as a full stage select menu that allows you to warp to any stage in the game, including any of the ending screens, the bonus rounds and even a special testing stage called "Ron's Test Level".

WOLVERINE: ADAMANTIUM RAGE

Passwords
Level 2: MARIKO
Level 3: SILVER FOX
Level 4: DEPARTMENT H
Level 5: MADRIPOOR
Level 6: ASANO
Level 7: THE HUDSONS

WWF RAW (32X)

Secret Character
While the character-select menu is on the screen, press and hold **Down** on the D-pad, then press the **A** and **B** buttons simultaneously. You'll hear a whistle blow. Now move left or right to find the secret wrestler between Owen Hart and Luna Vachon; it's Kwang, a masked grappler in the tradition of the great Mexican wrestler El Santo

X-MEN

Stage Select and Other Cheats
Disconnect Controller 2 from your Genesis before you turn the power on. At the title screen, press and hold **A, C,** and **Down** on the D-pad and hit **START**. Next, when Magneto's face is on the screen, disconnect Controller 1, plug it into the Controller 2 socket and hit **START**. Disconnect the controller again and plug it into the Controller 1 socket; hit **START** to choose a difficulty level and complete the code. Now choose a character and walk to the right. You'll see eight panels on the wall; each panel represents a starting stage. Crouch down in front of a panel and press the **C** button to warp directly to the corresponding stage. With this code in place, you can refill your Health and Mutant Ability meters at any time simply by pressing **START** to pause the game. You can also summon Rogue, Archangel, Iceman or Storm as many times as you want to

Mojo's Crunch Tip
If you're stuck trying to figure out how to "reset the computer" in this tricky level, you have to press the **RESET** button on your Genesis. When you hit **RESET**, the screen fills up with binary code, the computer resets (but not your Genesis), and you get to play the final level.

X-MEN 2: CLONE WARS

99 Lives
During the game, press **START** to pause. Then press **Down+C, Up, Left, Up, Right, Right, C**. When you reach the Cerebro screen at the end of the stage, you'll see that you have 99 lives.

Level Skip
Pause the game and press **Left + C**. Then press **Up, Up, Left, Down, Down**, then simultaneously press **Right** and **C**.

New Character
Enter the Level Skip code (above). Pause the game, then simultaneously press **Right** and **C**. Pause the game and simultaneously press **Left** and **C**.

Invincibility
Pause the game. Simultaneously press **Up** and **B**. Press **Up, Right, Down, Up, Right, Down, Down, Up, B**. Unpause the game and pause it again. Simultaneously press **Up** and **B** again.

ZOMBIES ATE MY NEIGHBORS

Passwords
Stage 4—Q Y Z T
Stage 8—S B R Z
Stage 12—R C F L
Stage 16—M M L W
Stage 20—B Q B T
Stage 24—R L N W
Stage 28—R N K D
Stage 32—Q D H L
Stage 36—M K V D
Stage 40—M Z P L
Stage 44—B N Y Z

¡Club Nintendo: Magnifico!

When Tyrone went to the Amusement Showcase International expo in Las Vegas, he saw lots of cool arcade games and met a lot of interesting people. One of the most unique goodies he brought back was a copy of a magazine called *Club Nintendo*, which was given to him by one of the magazine's contributors. It's basically the Spanish-language equivalent of *Nintendo Power*, sold in Mexico. We flipped through it and we're surprised at the great layouts and quality of information in its pages. It even has a tip section with some *Mortal Kombat Trilogy* codes that we didn't know about! The next time you're traveling in Mexico, check the newsstands for this magazine. Even if you don't understand Spanish, you'll find that video games speak a universal language.

ACTRAISER 2

Special Passwords

Enter the password Xxxx Yyyy Zzzz to battle the final boss from the original *Actraiser*.

Enter the password M F M J T V S Y F V P X to start at the final stage of the game with 38 lives in reserve

Enter the password M T k M S k T k H N S H to see an ending sequence with a drawing of the game's designers.

THE ADDAMS FAMILY

Hidden Bonus Room

After you lose your last life, head over to the door that says "Continue." Don't go through the door, but keep walking to the left and you'll enter a hidden bonus room where you can pick up four extra lives

THE ADVENTURES OF BATMAN & ROBIN

Cheat Passwords

Each of the following passwords will start you out with nine lives and three continues.

Stage 2. No Green Peace
▲ ■/●/■■▲■/■●_■/●▲●■

Stage 3. Fowl Play
●● ●/●▲■■/■●●_/●■●_

Stage 4. Tale of the Cat
●●●▲/●▲■■/■● /▲■■_

Stage 5: Trouble in Transit
_●■▲/●▲_ _/●_●▲/●●

Stage 6: Perchance to Scream
■●/●▲●▲/■●▲■/■■_ _

Stage 7 Riddle Me This
■■ _ _/●▲_■/●_■●/●▲●_

Stage 8: The Gauntlet
●■●_/▲■■●/_■▲▲/▲■▲▲

ALADDIN

Stage Select

At the Options Screen quickly enter **L, R, START, SELECT, X, Y, A,** and **B** on Controller 2 You'll hear a chime. When you return to the Main Menu, you'll find a stage number that appears over the "Game Start" option. Press **Left** or **Right** on Controller 1 to select stages.

BASS MASTERS CLASSIC: PRO EDITION

Passwords

Amateur Circuit, Lake Calabasas, Day 3:
D L F B B B L L B
B B L K F 4 T F W
N 8 P G 8 B B B G
Pro Circuit, Lake Calabasas, Day 3:
1 M O C V B L B B
B N L H 5 B D 4 3
L V S Q B C 0 8 H

BATMAN FOREVER

Super Cheat

At the Game Start screen, press **Left, Up, Left, Left, A, B, Y** You'll get access to a stage-select option and start with all of the gadgets, you'll also be able to choose the Riddler as your character in practice mode.

BATMAN RETURNS

Extra Continues

Go to the Option screen and highlight the "Rest" option On Controller 2, press **Up, X, Left, Y, Down, B, Right, A, Up** and **X.**

Nine Lives

At the Option screen, use Controller 2 to enter **Up, Up, Down, Down, Left, Right, Left, Right, B, A.** A song will confirm proper execution Using Controller 1, highlight the "REST" option and adjust it to nine.

BATTLECLASH

Increased Difficulty

Simultaneously press **SELECT** and the **L** button at the title screen

BRUTAL

Boss Code

Press **X, A, B, A, Left, A** at the title screen Now you can choose to play as the Dali Lama.

COLLEGE SLAM

Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—press **Up, Down, Left, Right, Up, Down, Left, Right.** You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs", you'll find a new option called "Edit Fraternity" that allows you to change the Greek letters on the team insignia.

Vs. Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats

Power-Up Goaltending—**Down, Down, Down, Up, Up, Up**

Power-Up Fire—**Left, Right, Left, Right, Up, Down, Down**

Power-Up Dunks—**Down, Up, Down, Up, Down, Up**

Whirlwind—**Up, Right, Down, Left, Up, Right, Down**

DEMON'S CREST

Ultimate Gargoyle Password

Q F F F K N R R D D L R X G T Q

DINO CITY

Password

Fina Level—8 S S Z 9 E S 0 H 4 H 4

Note The "E" should be reversed

DONKEY KONG COUNTRY

50 Lives

Highlight "Erase Game" and enter the code **B, A, R, R, A, L** (BARRAL). You'll hear a chime.

Music Test

Highlight "Erase Game" and enter the code **Down, A, R, B, Y, Down, A, Y** (DARBY DAY). You'll hear a chime. Use the **SELECT** button to cycle through the sounds

Two Player Competition

Highlight "Erase Game" and enter the code **B, A, Down, B, Up, Down, Down, Y** (BAD BUDDY). You'll hear a chime. Now you can steal the character control from your partner at any time during the game

Practice Bonus Rounds

Enter **Down, Y, Down, Down, Y** (DYDDY) during the game's intro.

DONKEY KONG COUNTRY 2 DIDDY'S KONG QUEST

Music Test

At the "Select Game" menu, choose an empty save slot as if you were about to start a new game; then, when the player select menu comes up, highlight "Two Player Contest" and press **Down** very quickly five times The Music Test will appear. Press **Right** or any of the four action buttons to advance to the next tune, or press **Left** to go back through the list of names.

Cheat Mode

Access the Music Test as described above, then press **Down** very quickly five more times. A top-secret Cheat Mode option will appear. With this option highlighted, you can enter cheat codes that will allow you to modify the game as follows.

"YA SAD LAD"—Highlight "Cheat Mode" and press **Y, A, SELECT, A, Down, Left, A, Down;** you'll hear a tone and a monkey noise to confirm the code. Now you'll start the game with 50 lives.

"BARRAL AX"—Highlight "Cheat Mode" and press **B, A, Right, Right, A, Left, A, X;** you'll hear a tone and a monkey noise to confirm the code. Now start the game and you'll find that you have both Diddy and Dixie at the beginning of every stage—but all of the "DK" barrels have been removed from the game

75 Kremcoins

Enter the game's first stage, "Pirate Panic"—it doesn't matter if you do this in a new game or a saved game. Walk to the right until you see the entrance to K. Rool's cabin Watch out for the two bananas on the ground right in front of the door, you must avoid these two bananas throughout the entire sequence or else the trick will not work. Walk inside the cabin, but do NOT touch the red 1-Up balloon, just walk out immediately. Back outside, you must carefully jump over the two bananas without touching them. Now go to the right and grab the first bunch of bananas you see on top of a set of barrels. Next, get back into the cabin without touching the two bananas in front of the door. This time, grab the red balloon and exit. Finally, go back to the barrels again and grab that same bunch of bananas, returning to the cabin without touching the two bananas in front of the door. When you enter, you'll find a spinning coin that gives you incredible 75 Kremcoins Now you can access the Lost World through Klubba's Kiosks on any part of the island

DONKEY KONG COUNTRY 3 DIXIE KONG'S DOUBLE TROUBLE!

Cheat Passwords

At the "Select Game" menu, highlight the saved game you want to play in and press **L, R, R, L, R, R, L, R.** The words "Enter Code" will appear at the top of the screen and the name of your saved game will turn into a password entry menu Enter one of the following code words; you'll hear Dixie giggle if a code has been entered properly. When you start from that saved game slot, your game will be affected as follows

LIVES—Enter this password to start the game with 50 lives.

ASAVE—With this code in place, your game will automatically be saved after you complete each level without having to go visit Wrinkly Kong

COLOR—This code makes Dixie's clothes purple and Kiddy's pajamas green, it also changes the colors of the flags that mark each completed level accordingly

TUFST—Entering this password makes the game harder by removing all of the continue barrels from each level.

MERRY—This code changes the music in all of the game's bonus stages to a Christmas motif; it also changes the stars and bananas in the bonus stages to ornaments and presents

MUSIC—Enter this code to access the secret "Dixie Kong's Music Test" screen, which allows you to sample all of the background tunes from the game

EARTHWORM JIM

Cheat Codes

Start the game, press **START** to pause, then enter any of the following codes. (Note. Button names that are separated by a plus sign—e g. **A+Left**—must be pressed at the same time; each code consists of exactly eight steps.)

Debug Menu **A+Left, B, X, A, A, B, X, A**

Nick Jones Code **Y, A, B, B, A, Y, A, B**

Level Skip **A, B, X, A, A+X, B+X, B+X, X+A**

Jump to Princess **A+Left, X, X, X+B, X, A, X, A+Left**

Extra Life (one time only) **B, B, A, X+Y, A, A, A, A**

Extra Life (repeat whenever necessary) **B+X, B, B, B, A, A, X, A**

Energy Refill (once per level) **A, B, X, Y, Y, X, B, A**

Energy Refill (repeat whenever necessary) **A+X, B, A, B, B, X+Y, B, A**

Ammo Refill **A+X, B, A, B, X, X, X, X**

Plasma Power-Up (one time only) **A, A, B+L, A, A, X, B+L, X**

Plasma Power-Up (repeat whenever necessary) **A+X, B, B, A, A, X, B, L+R**

Extra Continue (one time only) **A, B, A, B, X, Y, X, Y**

Extra Continue (repeat whenever necessary) **Y+X, B, Y, B, X, B, X, X**

Map View Mode **A, X, A, X, A, A, A, A**

Warp to "What the Heck?": **Y, X, Y, X, A, B, A, X**

Warp to "Down the Tubes": **Up, Down, Left+Down, Left, Down, Down, Up+Left, Down**

Warp to "Snot a Problem": **A, B, X, B, A, B, B, B+L**

Warp to "Level 5" **A+B, B+X, X+Y, Left, Left, Right, Left, Right**

Warp to "For Pete's Sake" **A, B, X, A, B, X, A, B+R**

Warp to "Buttville": **A, X, Left, Left, X+Y, Up, Down, Left**

Warp to "Andy Asteroids": **L+A, A, R+A, A, B, B, X, B**

Warp to "Who Turned Out the Light?": **A, B, Up+Y, Up+Y, Left, Right, Left, Right**

EARTHWORM JIM 2

Super Cheat Code

During the game, press the **START** button to pause, then enter the following code while the game is paused **SELECT, Left, Right, A, X, X, Left, Right.** The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press **A** or **B** to toggle each menu item.

Secret Move

To trigger the Manta shield, just press **Up+X.** This move makes Jim invincible for a few seconds.

Secret Stage

About halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a top-secret bonus level called "Forked."

Cheat Codes

To enter any of the following cheats, just press **START** to pause the game, then enter the code and unpause. Each code consists of eight steps.

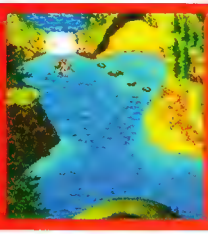
• The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press **A** to make Jim reappear

Warp to End of Current Level—**SELECT, B, X, A, A, X, B, SELECT**

Warp to End of Game—**SELECT, Left, Right, L, R, Left, Right, SELECT**

Invincibility—**A, A, X, A, Left, Right, Right, Left**

Map View Mode—**SELECT, SELECT, SELECT, SE-**



LECT, SELECT, SELECT, SELECT, B
Energy Refill—X, SELECT, X, B, X, SELECT, X, A
Ammo Refill—SELECT, X, X, X, X, X, X, SELECT
Extra Life—Left, SELECT, Right, SELECT, Left, SELECT, Right, SELECT
Extra Continue—A, SELECT, A, B, X, Y, X, Y
81 Meal Worms—A, B, A, B, A, B, A, B
Mega Plasma Gun—X, X, X, X, A, A, A, SELECT
3 Finger Gun—X, X, X, X, A, A, X, SELECT
Homing Missiles—X, X, X, X, A, A, B, SELECT
Barn Blaster—X, X, X, X, A, B, X, SELECT
Bubble Gun—X, X, X, X, A, B, A, SELECT

EMMITT SMITH FOOTBALL

Custom Tips & Tricks Plays

Select the Editor mode to bring up the play editor screen, then choose the Playbook option and select Password to enter each of the following play passwords. The plays will be saved in the cartridge's memory, so you can use them in the game

Geoff's QB Keeper
?ZCJ <f=& g$Gh
R95X 2wSF <#BM
N:T+ #+3D Zh

Chris B. Pitch
mZ#D cwp+ ZpR4
—gL< Xjvj +ZSZ
gZhZ yZ7

Brenek Bootleg
fXpY #:RJ FkGX
KHRZ #Sk+ d+NJ
CHX% ybZy bgbg
P<C< 9Z9

Higgy Hula
f*kg ?LCZ C#nK
pm+9 #VZT &ZFp
g?g% QgC# Zd&w
*K+3 Tgbg P<C<
9+#+ 3Tgb gPW

Clouseau
$XpY g#gd :RX*
$CFw %gQ% —FMb
CwcF gFv< #<ZZ
L

Dump Truck
FZ+B Y#GS gK+p
5gdZ HgFZ S<ZZ
ll

Roid Rage (Defense)
VD=R Cjh* N#Zf
b$pb b3<L +YTZ
P<?Z C

Betty Blitz (Defense)
sJ5b SL3Z CLFQ
D8D+ YTZP kCZD

FATAL FURY

Hidden Character

When the Takara logo appears at the start of the game, quickly press **Down, Down/Right, Right, Down, Down/Left, Left** and **X** in one smooth motion on Controller 1 The *Fatal Fury* logo will change to blue. Now you can choose the game's hidden fighter, Ryo Sakazaki.

GEORGE FOREMAN'S KO BOXING

Passwords

Fight 1—2413-41-14-2133
Fight 2—4231-14-41-1233
Fight 3—1324-14-41-3321
Fight 4—2324-34-14-1323
Fight 5—3243-43-41-1323
Fight 6—4323-34-14-3132
Fight 7—2312-43-41-1233
Fight 8—1441-21-13-4142
Fight 9—4114-11-23-1424
Fight 10—2233-44-21 1224
Fight 11—1112-44-13-1343
Fight 12—2121-31-42-3241
Fight 13—4334-14-34-4432
Fight 14—3443-41-43-2443
Fight 15—1314-24-41-4212

THE IGNITION FACTOR

Level Warps

To start at any stage, hold the **L** or **R** button on Controller 2 when you start the game with Controller 1. Holding **R** will give you access to the McGione Mine, Dino Park or Whitney Appliances scenarios, hold **L** to gain access to the Gemini Towers, Shylock Center or Paris Mine stages.

Secret Level

If you hold *both* the **L** and **R** buttons on Controller 2 when you start the game with Controller 1, you'll be able to play an entire hidden level that's based on the Deutschland Moldavia headquarters stage from *The Peacekeepers*, another Jaleco game for the Super NES.

KEN GRIFFEY JR.'S WINNING RUN

Secret Cheats

The following codes will only work in two-player mode:

• Max Ability—Pause the game and press **A, Right, Down, Left, A, Down, SELECT**. This will power-up your team's players for the current half-inning.

• Slow Down—Pause the game and press **Left, A, Right, Down, Y, SELECT**. This will slow down the opponing team's players for the duration of the current half-inning.

• Randomize Pitches—While batting, pause the game and press **Left, Y, A, Right, SELECT** This will change your opponent's pitches to random throws for the duration of the current at-bat.

• Super Pitches—While pitching, pause the game and press **B, A, Down, B, A, Left, Left, SELECT** to supercharge your pitches for the duration of the current at-bat.

• Instant Home Run—If your current batter is one of the eight players who appear in the game's Home Run Derby mode, pause the game and press **B, Y, B, Y, SELECT**; any fair ball hit during the current at-bat will be a home run.

KILLER INSTINCT

Boss Code

Choose Cinder as your character; then, at the "Vs." screen—the one that shows both characters' portraits just before the fight begins—hold **Right** on the D-pad and quickly press **QUICK PUNCH, QUICK KICK, FIERCE PUNCH, MEDIUM KICK, MEDIUM PUNCH** and **FIERCE KICK** (In the default control configuration, that would be **L, R, X, B, Y, A**.) You'll hear the announcer say, "Eyedol!" When the fight starts, you'll be playing as the boss.

Speed Codes

There are four different "speed" codes; each of them consists of several buttons that must be held down at the "Vs." screen just before the fight begins. If you've entered the code correctly, you'll hear a punching sound that's exactly like the sound the game makes when you pause it during a battle Note that in two-player mode, both players must enter the codes in order to make them work.

Slow Speed: Hold **Left + R + A + B**
Fast Speed Hold **Right + L + X + Y**
Faster Speed: Hold **Right + R + A + B**
Fastest Speed: Hold **Left + L + X + Y**

Easy Combo Breakers

At the "Vs." screen, hold **Down** on the D-pad and press **START**; you'll hear the announcer say, "C-C-C-C-Combo breaker!" Now you can break out of combos with any strength button, not just the specific counterpart to the button your opponent started his or her combo with

Stage Select/Music Select

When choosing a fighter at the character-select screen, hold the D-pad **Up** or **Down** with the specific buttons as shown below; the button you press will also choose your character, so be sure the fighter you want is highlighted when you do the code. In a two-player match, the first person to pick his or her character gets to select the stage; the second player to choose a fighter can select the music they like according to the same button combinations used for the stage select, as follows.

Up+L. Ice Temple
Up+R: Castle Roof
Up+X. Ice Sculpture
Up+Y Skull Room
Up+A: Desert Roof
Up+B: City Roof
Down+L: Canyon Bridge
Down+R: City Street
Down+X. Lava Pit
Down+Y: Bloody Arena
Down+A. Factory
Down+B: Fireplace
Down+B (on both controllers): Sky Arena

LEGEND OF THE MYSTICAL NINJA

Passwords

Level 2—▲ L 1 l x l
Level 3—j / p ? N ?
Level 4—2 0 Y 7 ; 7
Level 5—$ w h : J
Level 6—x & T ▲ > ▲
Level 7—k = " R d R
Level 8— W d 3 + 3
Level 9—H — W N x N

MADDEN 96

Secret Teams

At the "Team Select" screen, enter one of the following codes while the '96 version of the indicated team is on the screen:

NFLPA Free Agents—Highlight the Panthers, press **L, Y, B, R, A, R, Y**
Tiburon Gotcha—Highlight the Jaguars, press **A, Y, B, A, B, Y**
EA Sports—Highlight the All-Madden team, press **B, A, L, L, SELECT**

Super Bowl Win Screen

To see a sneak preview of the victory ending that appears when you win the Super Bowl, go to the "Game Setup" menu and press **A, Y, A, Y, L**.

MADDEN NFL '95

Expansion Teams

Before you begin a new game, go to the Game Setup screen and highlight either the Home or Visiting Team options. Press **L, R, L, R,** and **A** to play as the Jaguars, or press **L, R, L, R,** and **Y** to play as the Panthers.

MECHWARRIOR 3050

Stage Passwords

Choose "Options" from the title screen, then select the Password entry screen and enter any of the following codes to start at different stages.

Mission 1—BMBRMN
Mission 2—65C816
Mission 3—B1GBND
Mission 4—FSPRNG
Mission 5—YHWX11

Unlimited Ammo

Enter the password M1R0G3, you'll automatically return to the title screen Now start a game, and you'll find that your ammunition is never used up.

Invincibility

You must first enter each of the five mission passwords shown above as well as the "Unlimited Ammo" password; after entering each one, return to the password entry screen again and put in the next one. Once all of those passwords have been registered, return to the password menu a seventh time and enter the code MKWFLL. Now start a game, and you'll see that your 'mech's health meter will never register any damage

Play as an Enemy Mech

Turn the game on and wait for the Tiburon Entertainment logo to appear When it does, press **Down** on the D-pad, then **A**, then **X**. Next, go to the password entry screen and input the code XTRM3K. You'll be taken to a secret menu screen where you can choose to play the game as any of six different enemy mechs instead of the default MadCat

MICKEY MANIA

Stage Select

At the Sound Test menu, set the Music to "Beanstalk 1" and the SFX to "Extra Try". Now highlight the EXIT option and hold the **L** button on top of Controller 1 for about seven seconds, you'll hear a jingle. Now you'll get a level select menu when you start the game.

MIGHTY MORPHIN POWER RANGERS

Passwords

3847—Level 2
5113—Level 3
3904—Level 4
1970—Level 5
8624—Level 6
2596—Level 7
0411—Two-Player Battle #1
1007—Two-Player Battle #2
1212—Two-Player Battle #3

MIGHTY MORPHIN POWER RANGERS THE FIGHTING EDITION

Boss Code

To play as Ivan Ooze, choose the game's Fighting Mode At the character-select screen, highlight any fighter, hold the **X** and **Y** buttons down and press **START**. Both players can use this code to play Ooze vs. Ooze battles.

MIGHTY MORPHIN POWER RANGERS THE MOVIE

Power-Up Code

At the title screen, press **Up, Down, Left, Right, X, B, Y, A**, the screen will flash if you've entered the code correctly Now start the game and you'll see that you will start each level with your Power Ranger suit on instead of having to pick up the lightning bolt icons to earn it

MORTAL KOMBAT

Fatalities

When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.

Liu Kang—Down, Back, Up, Forward, Down
Johnny Cage—Forward, Forward, Forward, **Y**
Kano—Back, Down, Forward, **B**
Rayden—Forward, Back, Back, Back, **Y**
Sub-Zero—Forward, Down, Forward, **Y**
Sonya—Forward, Forward, Back, Back, **R** (Block)
Scorpion—Up, Up (easier if you hold Block)

Secret Boss

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". During this battle, you must win two perfect rounds (a "Double Flaw-

INNOVATION'S 1997 PRODUCT LINE-UP

We recently nabbed ourselves a whole mess of way cool gaming goodies, courtesy of our friends at Innovation. Check your local retailer for availability, or call (860) 395-3090 to order!

Saturn and PlayStation Super Joypads

If you've got big hands, [illegible]

turbofire and slow motion capabili- [illegible]

Saturn and PlayStation RacCon Controller

Looking more like [illegible]

Above: PlayStation and Saturn Super Joypads.
Right: PlayStation and Saturn RacCon Controllers.

less" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile

Bugs

In the first or second round of a battle, finish your opponent with a projectile attack (fireball, spear, etc.) at the end of the round. When the next round starts, you can throw the same projectile without touching the D-pad by pressing the last button you used to do the move.

Set the difficulty level to "Very Easy" and start a one-player game. Allow yourself to be defeated in every match until you reach the Hall of Champions stage. Now the computer character can throw you from any spot, even if they're all the way on the other side of the screen.

Perform Rayden's fatality on the third endurance stage in a one-player game, when Goro appears, he will be silver-colored and flashing

MORTAL KOMBAT II

Endurance Mode

At the Start/Option screen, hold the **L** and **R** buttons on top of the controller and press **START**. You'll get a new set-up screen that says "Choose Your Fighters." Both players can choose four characters with which to fight; you can even choose the same four characters. Press **SELECT** to have the computer pick four characters at random. Once the eight fighters have been chosen, press **START** to begin the match, a two-player elimination battle.

Note: Each of the following special codes must be entered *quickly* at the character-select screen.

Near Invincibility + 1-Hit Opponent "Danger" Mode

Quickly press **Down, Up, Right, Up, Left+SELECT** at the character-select screen.

30 Credits

Quickly press **Left, Up, Right, Down, Left+SELECT** at the character-select screen. Repeat whenever necessary to refill your credits.

Extra Fatality Time

Quickly press **Up, Up, Left, Up, Down+SELECT** at the character-select screen. You'll have 15 seconds to do a fatality instead of the usual five-second limit

Go Directly to Shao Kahn

Quickly press **Right, Up, Up, Right, Left+SELECT** at the character-select screen.

Go Directly to Kintaro

Quickly press **Up, Down, Down, Right, Right+SELECT** at the character-select screen

Go Directly to Smoke

Quickly press **Up, Left, Up, Up, Right+SELECT** at the character-select screen.

Go Directly to Jade

Quickly press **Up, Down, Down, Left, Right+SELECT** at the character-select screen.

Go Directly to Noob Saibot

Quickly press **Left, Up, Down, Down, Right+SELECT** at the character-select screen.

Disable Throws

Immediately after choosing your characters in two-player mode, hold **Down** and **HIGH PUNCH** on both controllers until the match begins.

MORTAL KOMBAT 3

Play as Smoke

At the copyright screen that appears when you first turn the game on, hold **Left** and **A**. When the Williams logo appears, release the buttons and hold **Right** and **B**. When the words "There is no knowledge that is not power" appear, release the buttons and hold **X** and **Y**. Continue to hold the buttons until the *MK3* logo appears, Smoke will walk into the screen and you'll hear Shao Kahn say,"Outstanding!" Smoke is now a playable character in the one- and two-player modes.

Tournament Mode

At the main menu, highlight the word "Start", hold the **L** and **R** buttons on top of the controller and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight different fighters for an Endurance match. Hold **Up** and press **START** for a random selection of all eight characters.

Sound Test

At the main menu, press **A, Y, B, X**. This adds a "Sound Test" option to the menu, allowing you to hear all of the music and effects in the game

"Kool Stuff" Menu

At the main menu, press **Up, Up, Down, Down, Left, Right, A, B, A**. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the ending credits.

"Kooler Stuff" Menu

At the main menu, press **SELECT, A, B, Right, Left, Down, Down, Up, Up**. This adds a new option called "Kooler Stuff" Here you can get extra continues, change the amount of energy you have or the amount of damage you do or activate Smoke, among other cheats. You can also activate Motaro as a playable character (only in two-player games.)

"Scott's Stuff" Menu

At the main menu, press **X, B, A, Y, Up, Left, Down, Right, Down**. This adds a new option called "Scott's Stuff" Here you can activate Shao Kahn as a playable character (only in two player mode) and enable many of the "vs. screen" codes, including disabl ng throws, blocks, sweeps and/or combos. There's also a "Hyper Fighting" mode and a slot machine to help you find more "vs. screen" codes.

MR. DO!

99 Lives

When the Universal logo appears at the beginning of the game, press **Left** eight times. When the game starts, you'll have 99 lives in reserve

Stage Select

When the Universal logo appears at the beginning of the game, press **Down** eight times. When the main menu appears, you'll find a stage-select option; press **Left** or **Right** to choose your starting stage number.

Change Title

When the Universal logo appears at the beginning of the game, press **Up** eight times. When the title screen appears, it will say "Mr. Do!"

NBA HANGTIME

Secret Characters

Select "Enter Name" at the "Choose Option" screen, then enter one of the following names with the PIN number shown to play as a secret character:

Olav—OLAV 2509
Chris—CHRIS 0912
Nils—NILS 5555
Che—CHE 6581
Kungen—KUNGEN 1414
Henrik—HENRIK 6502
Johan—JOHAN 1911
Turmel—TURMEL 0000
DiVita—DIVITA 0000

Team Photo

Enter your name as "FUNCOM" with the pin number 1993 to see a photo of the design team that converted *NBA Hangtime* for the Super NES.

Secret Power-Ups

Each of these codes should be entered at the "Tonight's Matchup" screen just before the game starts.

No Tag Arrow—Press **Left, Left, B, R**
Rooftop Court—Press **Left, Left+Y, Left, Left+Y**
City Court—Press **Down+B, Down, Down+A, Down, Down+X, Down, Down+Y, Down**
Jungle Court—Press **L, R, SELECT, START, Up, Down, A, B, Y, X**
Grand Champion Demo—Press **START, Y, Right, A, B, Up, START, Up, Down, Down, START, L, A, Down, Down**
Unlimited Turbo, Hyper Speed, Max. Block, Max. Speed, Fast Pass—Press **Up, Right, Down, Left, START, A, B, Y, X, SELECT**
Computer Assistance Off—Press **Right, Right+B, Right, Right+B**

In addition to the above codes, the following power-ups can be activated by using the **Y, B** and **A** buttons to change the numbers at the bottom of the screen as follows:

Tournament Mode—111
Fast Pass—120
Stealth Turbo—273
Max. Speed—284
Unlimited Turbo—461
No Pushing—390
Hyper Speed—552
Max. Block—616
Max. Steal Ability—709
Max. Power—802
Goaltending Allowed—937

NBA JAM

Secret Power-Ups

The following cheats—when performed at the pregame screen that says "Tonight's Match Up"—will give you different power-ups and interesting effects.

Shot Percentage Indicator: Press **A**, then press and hold **A, B** and **Down** until the tip-off.

"Juice Mode": Press **A**, then press and hold **B** and **X** until the tip-off

Power-Up Intercept: Rotate the D-pad 360° and press the **B** button 15 times.

Power-Up Defense: Press **A** four times, then press it again and hold it down until the tip-off

Power-Up Turbo: Press **A** 13 times, then press and hold **A, B** and **Y** until the tip-off.

Power-Up Fire: Press **B** seven times, then press and hold **B, Y** and **Up** until the tip-off.

Power-Up Dunks: Rotate the D-pad 360° and press the **B** button 13 times.

NBA JAM TOURNAMENT EDITION

Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up screen just before the tip-off.

Display Shot Percentage: **Up, Up, Down, Down, B**
Quick Hands: **Left, Left, Left, Left, A, Right**
Max. Power: **Right, Right, Left, Right, B, B, Right**
Powerup Goaltending: **Right, Up, Down, Right, Down, Up**
Powerup Fire: **Down, Right, Right, B, A, Left**
Powerup Turbo: **B, B, B, A, Down, Down, Up, Left**
Powerup Offense: **A, B, Up, A, B, Up, Down**
Powerup 3-Pointers: **Up, Down, Left, Right, Left, Down, Up**
Powerup Dunks: **Left, Right, A, B, B, A**
Powerup Push: **Down, Right, A, B, A, Right, Down**
Push One Opponent and Both Fall: **Up, Up, Up, Up, Left, Left, Left, Left, A, A**
Push One Opponent and Only Teammate Falls: **Up, Up, Up, Up, Left, Left, Left, Left, A, B**
Teleport Pass: **Up, Right, Right, Left, A, Down, Left, Left, Right, B**
High Shots: **Up, Down, Up, Down, Right, Up, A, A, A, A, Down**
Speed Up: **Up, Up, Up, Up, Left, Left, Left, Left, B, A**
Slippery Court: **A, A, A, A, A, Right, Right, Right, Right, Right**

THE NINJA WARRIORS

Stage and Area Select

Wait for the words "PUSH START" to flash on the title screen, then hold **X** and **Y** and press **A, B, A, A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B**. The "Stage" menu will appear, allowing you to start at any level. Enter the same code again at this sub-screen and an "Area" select option will pop up, allowing you to go to any part of the level.

PAC-IN-TIME

Stage Select

Enter the password **LVDYK** and return to the title screen. With the cursor on "One Player" at the Game Select screen, hold **Left** on the D-pad and hold the **L** and **R** buttons; while holding those buttons, press **START** to get the stage select menu. Use **L, R, X** and **Y** to change the stage number.

PAPERBOY 2

Passwords

Midway stage—5738
Hard Way stage—6479

PINOCCHIO

Refill Energy

Whenever you're low on energy during the game, press **START** to pause, then press **Right, Left, X, X, X, Up, Down**. When you unpause, you'll see that your energy has been maxed out

50 Lives

At the main menu—the one that says Start/Options—press **B, Up, B, B, L, Y**. When you start the game, your life counter will show "9", but you really have 50 lives.

Stage Select

At the main menu—the one that says Start/Options—press **L, Up, X, Up, R, Y, START**. A stage-select menu will appear. Choose a stage with the D-pad, then press **START** to go there

PITFALL: THE MAYAN ADVENTURE

Direct to 2600 Pitfall!

At the title screen press **SELECT, A, A, A, A, A, SELECT** and **START**

POCKY & ROCKY

Stage Select

At the "Select Player" screen, hold down the **X** and **Y** buttons while pressing **A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B**. Next, press **START** for the stage select menu.

POCKY & ROCKY 2

Passwords

Stage 3—V 3 B X
Stage 4—F 8 7 N
Stage 5—S 2 Y P
Stage 6—G D Z 4
Stage 7—T R 5 C
Stage 8—G Z L R
Stage 9—5 K 0 Q

functional. The turn radius is short

Okay, so the blue and purple label

Programmable Pad
These pads come with a memory cartridge that lets you save button configurations as you come home. Not

Left: PlayStation and Saturn Programmable Pads. Notice how the RAM card fits into the back
Bottom Right: Video Link in all its glory.

PREHISTORIK MAN
Stage Skip/Stage Select
At the Option menu, highlight "Exit", hold the **L** button and press **START** to return to the title screen. Next, highlight "Game Start", hold the **R** button and press **START**. With this code in place, you can skip to the end of the current stage at any time if you press and hold the **SELECT** button. To bring up a stage-select menu, just press the **START** button to pause, then hit **SELECT**

PRIMAL RAGE
Secret Cheat Menu
At the main menu—while the words "START/OPTIONS/CREDITS" are on the screen—press **Left, Left, Left, Right, Right, Left, Left, Left, Right, Right, Right, Left, Right**. A new menu item called "CHEATS" will appear on the screen. Choose this option and you'll be able to kill or be killed with one hit, be invincible, gain infinite credits ("Freeplay") or play in Silent Turbo Mode, which unfortunately has no sound but is noticeably faster than the standard game

PRINCE OF PERSIA
Passwords
Level 5—L Q H W T V R
Level 10—H W B 9 3 W X
Level 15—G Z 9 M R Z J
Level 20—H 8 J 1 2 + Y

RADICAL REX
Stage Select
Go to the Title Screen. On **Controller 2** enter the code **Right, A, Down, Right, Y, X.**

REALM
Invincibility/Stage Skip
At the Start/Options screen, press **Up + R + X + B + START** simulaneously and continue to hold them down until the screen goes black. When the game starts, you'll have infinite health; you can also skip to the next stage at any time by pressing **SELECT + START** simultaneously.

ROAD RUNNER'S DEATH VALLEY RALLY
75 Lives Code
At the title screen, hold **Left, SELECT, Y, R** and **START**. Continue to hold these buttons down until the name of the first stage ("Zippity Splat") appears—you will start the game with 75 lives in reserve.

ROBOCOP VS. THE TERMINATOR
Passwords
Future TPST
Robot Killer: BSHK
Spaceship: HKFL
Skynet Outer Perimeter SKTR
Skynet Inner Perimeter SKMD
Storage Facility: DRFT
Inner Sanctum: SKNN
Skynet Core CPU: MWFX
Self Destruction RNTM

ROCK 'N' ROLL RACING
Race as a Lost Viking
When selecting your driver, press and hold **L, R** and **SELECT**, then push **Right** until a Lost Viking appears. (He's got better stats.)

THE ROCKETEER
Stage Select
At the title screen, press **L, R, L, R, Down**; you'll hear a sound to confirm the code. After you select the number of players, the stage-select menu will appear.

ROCKO'S MODERN LIFE
SPUNKY'S DANGEROUS DAY
Passwords
Easy
Level 2: COMICS
Level 3: MELBA
Level 4: HIPPO
Hard
Level 2: BLAZEZ
Level 3: O-TOWN
Level 4: GRIPES

ROCKY RODENT
Change Options
On the title screen, press **START**. As Rocky begins running across the screen press **Y, A, R, A, B**, then **A**. Use the D-pad to change the different elements of the game on the Extra Mode Screen. You can adjust the number of continues, the sound and your button configuration.

SAMURAI SHODOWN
Play as Amakusa
At the Takara logo, press **A, Y, X, B**. Now select the "2 Player" game; at the character select screen, hold **L** and **R** and Amakusa will appear. Press **START** and keep holding the L and R buttons because Amakusa will not register until your opponent has selected their character (they can select Amakusa too).

SEPARATION ANXIETY
Passwords
Level 2—DCCPMH
Level 3—MDRKJP
Level 4—STSPPC
Level 5—QPMJCV

SHAQ FU
Choose Any Character in Story Mode
At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Shaq, 2=Kaori, 3=Beast, 4=Sett, 5=Mephis, 6=Voodoo, 7=Rajah. Then, while still at the Options screen, *quickly* press **Up, Down, B, Left, Right, B**. The screen will flash purple to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.
Blood Code
At the Options screen, *quickly* press **Y, X, B, A, L, R**. The screen will flash red, now there's blood in the game.

SPAWN
Passwords
Stage 2—D 9 9 6 3 D 1 D
Stage 3—4 H 2 5 3 D G F
Stage 4—4 C C 1 3 8 C F
Stage 5—O C 4 F 4 5 8 H
Stage 6—D 3 1 5 5 1 F G
Stage 7—O 9 B F 5 9 6 F
Stage 8—D B 8 D 9 B 4 H

SPIDER-MAN
Level Select
After Spidey swings in and lands on the building on the title screen, press **Y, A, X, B, A, Right, Left.**

STAR FOX
Two Secret Stages
To get to the Black Hole, play the game at "Level 1" difficulty until you reach the second stage ("Asteroid"). When you get past the third caterpillar creature you'll see a rotating row of five asteroids with an orange-colored one in the center. Shoot the orange asteroid and fly through the gap where it was. After a few moments you'll approach two more groups of rotating asteroids; shoot the center asteroids and fly through the gaps just like the first one. A "laughing asteroid" will appear; shoot it to find the Black Hole, a bonus stage that's loaded with power-ups and warp rings.
To reach the "Out of This Dimension" stage, play the "Level 3" game. Roughly 30 seconds into the second stage ("Asteroid"), you'll encounter two gigantic asteroids, first on the left, then on the right. Shoot the asteroid on the right and it will explode. A giant bird will appear. If you can fly directly into the bird, you'll be transported to a weird nebula that will appear on the lower right side of the map. At the end, you'll face a huge slot machine boss, shoot at the "arm" for a chance to win coin-power-ups or enemy fire. Pull three "7s" and the game ends...or does it?

STAR TREK: DEEP SPACE NINE
Passwords
Mission 1—NUHHOM
Mission 2—SEPLOS
Mission 3—YOSMIS
Mission 4—VANDAQ
Mission 5—BIQPUM
Mission 6—DISYIB
Mission 7—NUDJIB
Mission 8—VESDUJ
Mission 9—YOTHOM
Mission 10—QUVMOH

STREET FIGHTER ALPHA 2
Secret Stage
Select "Versus Mode" and choose your characters. When the stage-select menu appears, highlight Sagat's stage and hold the **START** button for four seconds, then press an action button before you release **START**. You'll get to fight in a secret stage, a grassy Australian field.
Play as "Classic" Chun-Li
At the character-select screen, highlight Chun-Li, hold the **START** button for at least three seconds, then press any button to choose her before releasing **START**. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*; now her fireball is a "charged" move.

STREET FIGHTER II
Character Vs. Same Character
As the Capcom logo is starting to appear at the start of the game, quickly press **Down, R, Up, L, Y, B**. You'll hear a sound to confirm the code, now both players can choose the same fighter in a two-player game. With this code in place, you'll also be able to listen to selection #30 from the Music Test menu at the option screen, this previously-inaccessible tune is the song that plays at the end of the game.
Character Vs. Same Character/Same Color
Select a one-player game and don't choose any character. After a few seconds, the computer will choose Ryu. When the match begins, press **START** on Controller 2 and choose Ken, then let the timer run out for four rounds for a "draw game." When the "Continue" screen appears, press **START** on Controller 2 and choose Ken to play against a same-color Ken. If you start this trick on Controller 2, let the computer pick Ken, then interrupt with Controller 1, pick Ryu for the "draw game" and pick Ryu on Controller 1 when you continue; you'll fight a same-color Ryu.
Remove Energy Bars
Select "Option Mode" from the main menu and simply press **START** to return to the title screen, repeating this process *27 times*. You'll be able to fight for one round with no timer or energy bars at the top of the screen in either the one-player or "VS." modes. All music and sound effects will be disabled, too.

STREET FIGHTER II TURBO
Disable Special Moves—Player One
Press **Down, R, Up, L, Y, B** on the "Capcom" logo is on the screen. Now all of your character's special moves have been disabled in the one-player mode.
Extra Turbo Speed
Press **Down, R, Up, L, Y, B** on *Controller 2* at the beginning of the game while the word **"TURBO"** is flying across the screen in huge letters. Now you have six additional hyper-speed settings in the game's "Turbo" mode.
Disable Special Moves—Two Players
Enter a **"V.S. Battle"** and choose your characters. When the "Handicap" screen appears, press **Down, R, Up, L, Y, B** on *Controller 2*. You'll get a hidden configuration menu that shows you all of your character's secret moves and allows you to disable individual attacks.

STREET RACER
Modify Character Abilities
Start a new game and choose any game mode. At the Driver Select screen, press **X, Y, X, Y, X, Y**, then hold the **X** Button. Continue holding **X** and use the D-pad to change your driver's abilities.

SUPER BUSTER BROS.
Level Select
Press **START** at the title screen; then, when the "Select Game" screen appears, press **L, R, R, L, Up, Down**. A number will appear in the middle of the screen, indicating the level number. Choose your starting level and press **START.**

SUPER CONFLICT
Mission Select
At the scenario map (with the jeep,) hold **L** and **B**, then **X** and **Y**. While holding, release the **X**, then hold it again. Release all buttons, then move the jeep up to the unlit area. Press **L** and **B** to light the new area

SUPER GHOULS 'N GHOSTS
Stage Select and Sound Test Screen
From the option screen, move the cursor to "Exit", hold **L** and **START** on Controller 2 and press **START** on Controller 1.

SUPER MARIO KART
Character Shrink
To handicap your character in the GP and Match Race modes, press **Y** and **A** at the character select screen; your character will shrink. A "shrunken" character will be flattened if he or she comes into contact with any other driver
Replay Rotation
If you complete a race in the one-player time trials *without touching any obstacles or barriers*, choose the "Replay" option to watch your performance and you'll find that you can rotate your viewpoint by using the **L** and **R** buttons.
2nd Player 1P Mode
Hold the **L** and **R** buttons while pressing **START** on the second controller to can play in the GP mode or Time Trials with your character on the *bottom* half of the screen.
Ghost Racer Save
When you have a ghost that you'd like to save, hold **L, R** and **Y** at the menu screen that reads "CHANGE COURSE, RETRY, etc." and press X. The name of the course on which the ghost has been saved will appear in yellow on

Pictured: N64 Extension Cable, PlayStation Memory Card.

the "Course Select" menu. To retrieve the ghost from memory and race against him or her, choose that course and hold L or R while pressing B when the screen asks "Is this OK?" and the arrow is pointing to the word "Yes."

Hidden Courses for Time Trial2P Match Race
At the "Course Select" menu, make sure the arrow is pointed at the words "MUSHROOM CUP" and press L, R, L, R, L, L, R, R. Then press A, and the words "SPECIAL CUP" will appear. These are the "hidden" courses that open up when you've won a gold trophy in each of the first three cups in the 100cc GP mode.

SUPER NOVA

Boss Mode
When the Taito logo appears, quickly press **Down, X, Up, B, L, R, Left, A** on Controller 2. With this code in place, you'll skip through the main stages to fight only the game's "boss" characters, one after another.

SUPER PUNCH-OUT!!

Sound Test
When the Nintendo logo appears at the start of the game, hold the **L** and **R** buttons on Controller 2. Now you can choose to listen to the game's sound effects and music with Controller 1.

SUPER PUTTY

Stage Skip
Press **START** to pause the game, then press **R, A, L, L, Y**. Now you can skip to the end of any stage at any time by pressing the **SELECT** button.

SUPER SOCCER

Germany Passwords
Vs. Uruguay—→ ↙ ← ↓ ↗ ↑ ↑ ↑
Vs. Yugoslavia—↑ ↙ ↑ ↑ ↘ ↓ ↓ ↓
Vs. Colombia—→ ↙ ↓ ← ↘ ↓ ↓ ↓
Vs. Japan—→ ↑ ↑ ↑ ↘ ← ↑ ↓
Vs U.S.A.—↑ ← ↓ ↓ ↗ ← ↑ ↓
Vs. France—↑ ↙ → → ↘ ← ↓ ↑
Vs Ireland—→ ↙ ↓ ← ↘ → ↑ ↑
Vs. Romania—↑ ↗ ↑ ↑ ↘ ↗ ↓ ↗
Vs. Cameroon—↑ → ↑ ↓ ↘ ↗ ↓ ↗
Vs England—↑ ↗ ↓ → ↗ ↗ ↓ ↗
Vs. Holland—→ ↙ ↓ ← → ↙ ↓ ↓
Vs. Brazil—→ → → ↑ → ↘ ↓ ↑
Vs. Italy—→ ↗ ← ↓ → ↘ ↓ ↑
Vs. Argentina—↑ ↙ ↑ → ↘ ↘ ↑ ↙
Vs. Nintendo Team—→ ↗ ↑ ← ↗ ↘ ↑ ↙
Computer vs. Computer match—↗ ↖ → ↙ → → ↑ → →
Expert Mode—↗ ↙ → ↓ ↘ ← ↙ ↖
See End Credits—↑ ↑ ↗ ↓ → ↘ ↖ ↙

SUPER STAR WARS

Sound Test + Screen Codes
During any side-scrolling stage, hold **A + B + X + Y** and press **START** to enter the sound test screen. Press **START** again to go back to the game. Return to the sound test by executing the same trick. You'll notice that the words under SOUND TEST have changed. Repeat this trick several times until you've revealed the following two codes: X, B, B, A, Y for five continues and Y, Y, X, X, A, B, X, A for the light saber. These codes can be entered at the title screen as described under "Debug Menu" below.

Debug Menu
When the words "Start Game" and "Option Menu" appear after the title screen, quickly press **A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, B**—listen for the sound of a Jawa to confirm the code. Note that this code will only work the first time the main menu appears after you turn the game on; the LucasArts logo must appear before the game is ready to accept the code, and you only get one chance to put it in before the demo starts. If you screw up, turn the power off, remove the cartridge and start over. Once you have successfully entered the code, start the game and you'll have access to the following special functions:

• Character Select—A character-select menu will appear before each side-scrolling stage.
• Stage Skip—Press **START** on Controller 2 to skip the current stage.
• Debug Menu—During any side-scrolling stage, press **L + R** on Controller 2 to call up the "Game Debug Menu", which lets you choose any stage, change characters or weapons or even boost your life counter. (The "Health" option doesn't mean much, since your health meter will always be refilled when you exit the debug menu.)
• Invincibility/Map Mode—During any side-scrolling stage, grab Controller 2, hold **A + B + X + Y** and press **SELECT**. Release the buttons and your character's X and Y coordinates will be displayed on the screen. You'll also be nearly invincible, with the ability to walk through walls and even drop through floors (by pressing **Down** and **B** simultaneously.)

SYNDICATE

Cheat Password
Enter the following password to start the game with over 1.5 million credits plus lots of weapons and agents
—N D—S C—V—R—D—C H——T

T2: THE ARCADE GAME

Stage Skip
At the title screen, press **Left, Up, Right, Up, Left, Left, Left, Right, Down, Down** before the High Score screen appears. Then, on the High Score screen, press **Right, Up, Up, Left, Right, Right, Right, Left, Down, Down, Right, Up.** Now you can skip to the end of any stage like so: Pause the game, hold the L button, unpause

TAZ-MANIA

Ten Continues
Press **B, A, Y, A, X, A** at the "OPTIONS" menu.

20 Continues
Press **Y, X, B, X, A, X, L, R, B, A, Y, A, X, A** at the "OPTIONS" menu.

Stage Select
Press **A, Y, A, Y, X, Y, B, A, R, L** at the "OPTIONS" menu.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

Boss Code
Press **X, Up, Y, Left, B, Down, A, Right, X, Up** on **Controller 2** at the title screen. Choose the "Vs Battle" or "Watch" mode, and you'll be able to select Rat King or Karai by pressing **Right** while Shredder is highlighted (or by pressing **Left** while Leo is highlighted.)

Hyper Speed Mode
Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** on Controller 2 at the title screen. Next, choose the "Options" screen and you'll find a new setting called "Hi-Speed 3" under the "Game Speed" option.

THE TICK

Stage Select
At the Option screen, set your Lives to seven, your Continues to four and your Arthurs to two. Go to the Test Sound option and set it for Teleport, then press **START**. Begin a new game, pause game, then press **SELECT** to bring up the Stage Select.

TINY TOON ADVENTURES BUSTER BUSTS LOOSE!

Unlimited Continues: Plucky Duck, Babs Bunny, Bookworm
Play Any Bonus Game: Elmyra, Shirley the Loon, Calamity Coyote

TOY STORY

Invincibility + Stage Skip
In the game's first level ("That Old Army Game"), walk to the right until you reach the rubber ball that's next to the chest of drawers with the bucket of army men on it. Jump on the ball and gently tap to the right to land on the *bottom* drawer. When you're standing on the bottom drawer, hold **Down** on the D-pad for about six seconds. You'll see Woody's health star begin to spin in the upper left corner of the screen, indicating that you are now invincible for the rest of the game. With this code in place, you can also skip any stage as follows: Simply hit **START** during the game, then press the **SELECT** button while the game is paused. You'll be warped instantly to the end of the current stage.

TRUE LIES

Cheat Codes
Each of the following cheats works at the password screen. Just enter the password, highlight END and press any button; the word "Authorized" should appear if you've entered the code correctly.
BGLVS—Infinite lives
BGGRLY—Infinite Energy
BGWPNS—Infinite Weapons
MNCHT—Stage Select

ULTIMATE MORTAL KOMBAT 3

Tournament Mode
At the main menu, highlight the word "Start", hold the L and R buttons on top of the controller and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight different fighters for an Endurance match. Hold **Up** and press **START** for a random selection of all eight characters.

Play as Human Smoke
Choose Smoke at the character-select screen, then press and hold High Punch + High Kick + Block + Run and point the D-pad away from your opponent (**Left** for Player 1, **Right** for Player 2.) When the fight begins, Smoke will change into Human Smoke.

Sound Test
At the main menu, press **Left, Down, Y, Y**. This adds a "Sound Test" option to the menu, allowing you to hear all of the music and effects in the game.

"Kool Stuff" Menu
At the main menu, press **Right, Up, B, B, A, Down, Up, B, Down, Up, B**. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the ending credits.

"Kooler Stuff" Menu
At the main menu, press **Up, B, A, Left, Down, Y**. This adds a new option called "Kooler Stuff". Here you can get extra continues, change the amount of energy you have or the amount of damage you do, among other cheats. You can also activate Motaro as a playable character (only in two-player games.)

"Scott's Stuff" Menu
At the main menu, press **B, A, Down, Down, Left, A, X, B, A, B, Y**. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two player mode) and enable many of the "vs. screen" codes, including disabling throws, blocks, sweeps and/or combos.

VORTEX

Cheat Passwords
Infinite Ammo—WSVTQ
Invincibility—HVZSM
Infinite lives—ITTSJ
Level switch—CTGXF
To use Level Switch, start a regular game. Instead of going to the first stage, press **Up** or **Down** on the D-pad to change your starting level.

WEAPONLORD

Password
At the options screen, enter the password AYA YBB BYA AAY YBY AAA. This code allows you to play as the boss character, Zarak, in Story mode.

WING COMMANDER

Cheat Code
At the title screen, press **B, A, B, Y, B, Y, L, A, R, A** and **START**. Then, at the options menu, choose any missions from the 13 areas. This code enables you to become invincible as well as giving you a sound test.

WOLFENSTEIN 3-D

Extra Weapons, Ammo, and Keys
Press **R, Up, B, A** *quickly* at the Map Screen. Use this as many times as you want to resupply.

God Mode
Press **B, Up, B, A** *quickly* at the Map Screen to become invincible.

Full Level Map
Press **A, A, Up, B** *quickly* at the Map Screen. Hit **START** to exit the Map Screen, then press **START** again see the whole level, including secret rooms.

Level Skip
Press **Up, B, R, B** *quickly* at the Map Screen; you'll be sent to the end of the current stage.

X-KALIBER 2097

Level Select
At the title screen—the one with the 1 Player/2 Player game select—press **Right, Right, Left, Left, Up, Down, Left, Down, Down, Down**. Next, press the **A** button to get a Round Select menu.

Invincibility
Also at the *X Kaliber 2097* title screen, try punching in the code **Left, Left, Right, Right, Down, Up, Right, Up, Up, Up**. Now enter the options menu; you'll see a new selection called "No Damage." Turn this option "on" to gain invincibility.

YOGI BEAR

Stage Select
At the title screen, press **Up, Right, Down, Left, Y, B, Up, Right, Down, Left, B, Y, Up, Right, Down**

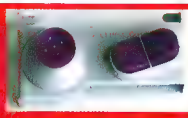
YOSHI'S SAFARI

Special Mode
At the title screen, hold the **X, Y, L** and **R** buttons and press **START** to enter the game's "Special Mode," an all-new adventure that's different from the main game.

ZOMBIES ATE MY NEIGHBORS

Bonus Level Password
Enter the password **"BCDF"** to find a hidden level with a 1-Up and a powerful Martian Bubble Blaster; you'll start the game at Level 1 when you complete it.

cart gives you 8 times the standard memory at half the price.



just plain old fashioned one-shot-

Pictured from left to right: Game Boy Pocket Stick, Saturn RAM Cart, PlayStation Super Set, Deborah and Kim demonstrate the power of the Pursuer.

auto-fire features here, no siree;

switch box.

GAME GENIE

Codes for use with Galoob's Game Genie Video Game Enhancers

NES

Final Fantasy

SZULIEVS—"LIFE" Spell never uses up Magic Points
SZVULEVS—"LIF2" Spell never uses up Magic Points
TESGTYZA—Magic Users start with 6 Magic Points
PESGTYZE—Magic Users start with 9 Magic Points
ELEXVLEY + AESGANGA + AESGGNAA—Non-magic users can use Level 1 Magic
AZOUGAEP + LAOUIAPA—Start with 800 Gold
GXSZPKSV + GXSXZKSV—Almost infinite Gold

Super NES

Final Fantasy II

Note: There are two versions of Final Fantasy II. *If the "A" codes don't work, use the "B codes.*
82A3-6F63 (Version A)
82AE-6F63 (Version B)—Almost infinite hit points (Code can make some monsters invincible; switch off to defeat them)
8267-0D62 (Version A)
8267-0D62 (Version B)—Magic power doesn't go down--only in battles, doesn't work for twins
3335-0D6E (Version A)
3336-0FAE (Version B)—Get at least 65,536 gold pieces after each battle
C262-DF03 + C262-D763 (Version A)
C262-DF03 + C262-D763 (Version B)—Money doesn't decrease if you run away from a battle
C2AD-AD69 + C3AD-AFA9 (Version A)
C2AD-AD69 + C3AD-AFA9 (Version B)—Money doesn't decrease in shops

Final Fantasy Mystic Quest

83AF-D40D—Infinite cure potions
DDA4-D40D—Cure potion restores life points to maximum
C96B-64AB—Infinite life points (Code can make some enemies invincible; switch off to defeat them)
C9B8-D4A6—Infinite ninja stars
C9B0-D7A6—Infinite bombs-(only in battle)

Final Fantasy III

108C-EF03 + 108C-E4A3—All items in shops are free (switch off to sell items for GP)
DDA4-8767—Party always has sprint shoes
ED30-E944—'Tonic' gives 240 HP
3CB8-5DAE—Most items can be used infinitely (not in Battle Mode; switch off to exit menu screen)

Game Boy

Final Fantasy Legend

051-238-C4A—Human Male starts with 5 strength points
061-248-E6E—Human Male starts with 6 defense points
071-258-F7A—Human Male starts with 7 agility points
081-268-E6A—Human Male starts with 8 mana points
052-588-19A—Human Male starts with 5 hit points

Final Fantasy Legend II

098-E28-086—Start with 9 hit points
098-E68-E66—Start with 9 defense points
098-E78-E66—Start with 9 mana points
098-E58-F7E—Start with 9 agility points
098-E48-F72—Start with 9 strength points
09E-818-2A2—Start with 9 swords (if your character can start with swords)
005-96F-08B + 005-9CF-08B—All characters start with 15,163 hit points (shows only 999)

Final Fantasy Legend III

FFA-928-E6A + FF8-918-2A2 + FF8-938-2A2—Set initial power to mega-power

GAME SHARK

Codes for use with Interact Game Products' Game Shark Video Game Enhancers

PLAYSTATION

Area 51

8006D038-0001—Infinite Grenades, Player 1
8006D0E4-0001—Infinite Grenades, Player 2

Cool Boarders

801EF82E-0007—Extra Boards
801EF82A-0005—Extra Tracks

Crypt Killer

800FC178-0003—Player 1 has Machine Gun
800FC1D4-0003—Player 2 has Machine Gun

Destruction Derby 2

8007975C-0004—Enable All Arenas
80079758-0007—Enable All Tracks

Rally Cross

80056456-0114—Extra Tracks and Cars

Soul Blade

800EA346-FFFF + 800EA35C-FFFF—All Weapons For Li Long
800EA34C-FFFF + 800EA362-FFFF—All Weapons For Seigfried
800EA348-FFFF + 800EA35E-FFFF—All Weapons For Voldo

Tomb Raider

801DDF02-0708—Infinite Air
801DDF94-0032—Infinite Magnum Ammo

Twisted Metal 2

80180D04-0101—Extra Vehicles
80188B04-0009—Infinite Napalm P2
80188AFA-0009—Infinite Specials P2

Virtual Pool

D00DAA64-0001 + 800A65D4-0004—P2 Always Scratches

Warhammer

800DB920-270F—Infinite Cash

Wipeout XL

30094529-0001—Infinite Energy

SATURN

Andretti Racing

F6000914-C305 + B6002800-0000—Master Code
160B3786-0064—Qualify in First

Crusader: No Remorse

F6000914-C305 + B6002800-0000—Master Code
160D8E04-0100—Grenade Launcher
160DBE2E-09C4—Infinite Energy
160DBE2C-0078—Infinite Health
160DBDF4-0100—Laser Rifle

Powerslave

F6000914-C305 + B6002800-0000—Master Code
1608607E-FFFF—All Weapons and Artifacts
160860A2-00E0—Infinite Flame Thrower Ammo
1608609A-001E—Infinite M-60 Ammo
160860AA-00E0—Infinite Ring of Ra Ammo

Soviet Strike

F6000914-C305 + B6002800-0000—Master Code
16070D2A-270F—Infinite Armor
16070E3A-6400—Infinite Fuel

Spot Goes To Hollywood

F6000914-C305 + B6002800-0000—Master Code
16066F84-001F—Have 5 Stars
160694C2-0009—Infinite Lives

WWF In Your House

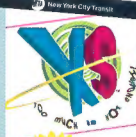
F6000914-C305 + B600280-0000—Master Code
16030DE0-0055 + 16030DE2-0055—Infinite Health, Player 1
10030E00-0000 + 16030E02-0000—No Health, Player 2

Hi! It's me - Betty. How are you? Have you been enjoying those Spring Oreo's with the blue cream filling? I think there's more cream in the Spring Oreo's than there is in the regular ones. Is it "creme" or "cream"?

Just this past weekend I saw the movie, "Booty Call." Jamie Foxx is so funny. I definitely recommend it. I haven't seen the Jamie Foxx Show yet, but it's on TV tonight at 9. But so is Party of Five, the premier of the Jenny McCarthy Show, and the award-winning documentary, "First Person Singular: I.M. Pei," which, according to my NY Times television guide, "showcases the architect's work at the Louvre, the National Gallery of Art, and the Bell Tower of Kyoto." What a dilemma. Not even the VCR can save me.

Next weekend I'm going to see Puccini's "La Boheme," performed by the Metropolitan Opera at Lincoln Center. I see a lot of parallels between "Booty Call" and "La Boheme" - themes of love, lust, friendship, and desperate trips to the nearest pharmacy (if I remember "La Boheme" correctly). My last trip to the opera was with Nikos (you may remember from the February issue of TST). I'd rather see Puccini's "Madama Butterfly," but that's okay. Ciao! - Betty

This translates to: "There's something stuck to my behind here."



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TO HELL WITH YOU.

Only the N64 could handle this game.

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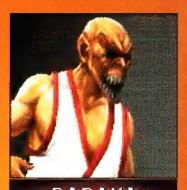
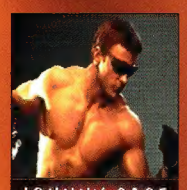
MORTAL KOMBAT TRILOGY



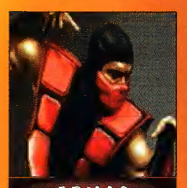
BARAKA

Fatality 1	← → ↓ → LP (sweep distance)
Fatality 2	← ← ← ← HP (sweep distance)
Stage Fatality	LK, Run, Run, Run, Run
Friendship	↓ ↓ → → HK
Babality	→ → → HK
Animality	Hold HP & Press → ← ↓ → & Then Release HP (sweep distance)
Brutality	HP, HP, HP, LP, LP, Block, HK, HK, LK, LK, Block



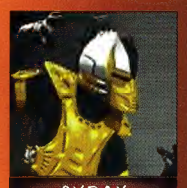
JOHNNY CAGE

Fatality 1	↓ ↓ → → LP (close)
Fatality 2	↓ ↓ → → LK (close)
Stage Fatality	↓ ← → → Block
Friendship	↓ ↓ ↓ LK
Babality	→ ← ← HP
Animality	↓ → → HK (close)
Brutality	HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP



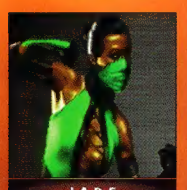
ERMAC

Fatality 1	Run, Block, Run, Run, HK (close)
Fatality 2	↓ ↑ ↓ ↓ ↓ Block (sweep distance)
Stage Fatality	Run, Run, Run, Run, LK
Friendship	→ → → HP
Babality	↓ ↓ ← ← → HP
Animality	→ → ← ← LK (one step away)
Brutality	HP, HP, LP, Block, HK, LK, Block, HP, LP, LK, HK



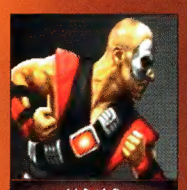
CYRAX

Fatality 1	↓ ↓ ↑ ↓ HP (any distance)
Fatality 2	↓ ↓ → ↑ Run (close)
Stage Fatality	Run, Block, Run
Friendship	Run, Run, Run ↑
Babality	→ → ← HP
Animality	Block, ↑ ↑ ↓ ↓ (close)
Brutality	HP, HK, HP, HK, HK, HP, HK, HP, HK, LK, LP



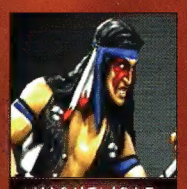
JADE

Fatality 1	↑ ↑ ↓ → HP (close)
Fatality 2	Run, Run, Run, Block, Run (close)
Stage Fatality	← → ↓ + Run
Friendship (Anywhere)	← ↓ ← ← HK
Babality	↓ ↓ → ↓ HK
Animality	→ ↓ → → LK (close)
Brutality	HP, LK, HP, LP, HK, HK, LK, Block, Block, HP, HK



KANO

Fatality 1	Hold LP & Press → ↓ ↓ → & Release LP (close)
Fatality 2	LP, Block, Block, HK (sweep distance)
Stage Fatality	↑ ↑ ← LK
Friendship	LK, Run, Run, HK
Babality	→ → ↓ ↓ LK
Animality	Hold HP & Press Block, Block, Block & Release HP (close)
Brutality	HP, LP, Block, HP, Block, HK, LK, Block, HK, LK



NIGHTWOLF

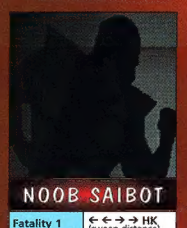
Fatality 1	↑ ↑ ← → Block (close)
Fatality 2	← ← ↓ HP (far)
Stage Fatality	Run, Run, Block
Friendship	Run, Run, Run, ↓ (any distance outside sweep)
Babality	→ ← → ← LP
Animality	→ → → ↓ ↓ (close)
Brutality	HP, HP, HK, HK, Block, Block, LP, HP, HK

KUNG LAO

Fatality 1	Run, Block, Run, Block ↓ (any distance)
Fatality 2	→ → ← ↓ HP (one step away)
Stage Fatality	↓ ↓ → → LK
Friendship	Run, LP, Run, LK (over sweep)
Babality	↓ → → HP
Animality	Run, Run, Run, Run, Block (close)
Brutality	HP, LP, LK, HK, Block, HP, LP, LK, HK, Block, HP

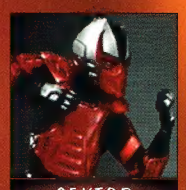
KITANA

Fatality 1	Run, Run, Block, Block, LK (close)
Fatality 2	← ↓ → → HK (close)
Stage Fatality	→ ↓ ↓ LK
Friendship	↓ ← → → LP
Babality	→ → ↓ → HK
Animality	↓ ↓ ↓ ↓ Run (between close & sweep)
Brutality	HP, HP, Block, HK, Block, LK, Block, LP, Block, HP, Block



NOOB SAIBOT

Fatality 1	← ← → → HK (sweep distance)
Fatality 2	↓ ↓ ↑ Run (close)
Stage Fatality	→ ↓ → Block
Babality	→ → → LP
Friendship	→ → ← HP
Animality	← → ← → HK (close)
Brutality	HP, LK, LP, Block, LK, HK, HP, LP, Block, LK, HK



SEKTOR

Fatality 1	LP, Run, Run, Block (sweep distance)
Fatality 2	→ → → ← Block (over half screen)
Stage Fatality	Run, Run, Run, ↓
Friendship	Run, Run, Run, Run ↓ (half screen)
Babality	← ↓ ↓ ↓ HK
Animality	→ → ↓ ↑ (close)
Brutality	HP, HP, Block, Block, HK, HK, LK, LK, LP, LP, HP

STRYKER

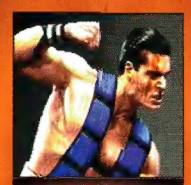
Fatality 1	↓ → ↓ → Block (Close)
Fatality 2	→ → → LK (a little closer than full screen)
Stage Fatality	→ ↑ ↑ HK
Animality	Run, Run, Run, Block (sweep distance)
Friendship	LP, Run, Run, LP
Babality	↓ → → ← HP
Brutality	HP, LP, HK, LK, HP, LP, LK, HK, HP, LK, LK

SINDEL

Fatality 1	Run, Run, Block, Run, Block (sweep distance)
Fatality 2	Run, Block, Block, Run + Block (close)
Stage Fatality	↓ ↓ ↓ LP
Friendship	Run, Run, Run, Run, Run ↑
Babality	Run, Run, Run ↑
Animality	→ ↑ ↑ HP (any distance)
Brutality	HP, Block, LK, Block, LK, HK, Block, HK, LK, Block, LP

SONYA BLADE

Fatality 1	Hold Block + Run & Press ? ↑ ← ↓ Then Release Block + Run (far)
Fatality 2	← → ↓ ↓ Run (any distance)
Stage Fatality	→ → ↓ HP
Animality	Hold LP & Press ← → ↓ → & Release LP (close)
Friendship	← → ← ↓ Run
Babality	↓ ↓ → LK
Animality	Hold LP & Press ← → ↓ → & Release LP (close)
Brutality	HP, LK, Block, HP, LK, Block, HP, LP, Block, HK, LK

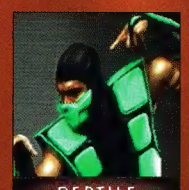


SUB-ZERO

Fatality 1	Block, Block, Run, Block, Run (close)
Fatality 2	← ← ↓ ← Run (close)
Stage Fatality	← ↓ → → HK
Friendship	LK, Run, Run ↑
Babality	↓ ← ← HK
Animality	→ ↑ ↑ (close)
Brutality	HP, LK, HK, LP, HP, HK, HK, HP, HP, LP

SMOKE

Fatality 1	↑ ↑ → ↓ (across screen)
Fatality 2	Hold Run + Block & Press ↓ → → ↑ & Release Run + Block (sweep distance)
Stage Fatality	→ → ↓ LK
Friendship	Run, Run, Run, HK (across screen)
Babality	↓ ↓ ← ← HK
Animality	↓ → → Block (out of sweep)
Brutality	HP, LK, LK, HK, Block, Block, LP, LP, HP, HP, Block, Block

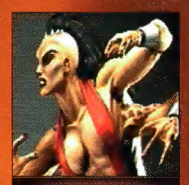


REPTILE

Fatality 1	← → ↓ Block (jump distance)
Fatality 2	→ → → ↑ ↑ HK (sweep distance)
Stage Fatality	Block, Run, Block, Block
Friendship	↓ → → ← HK (close)
Babality	→ → ← ↓ LK
Animality	↓ ↓ ↓ ↑ HK (close)
Brutality	HP, Block, HK, HK, Block, HP, LP, LK, LK, Block, LP, HP

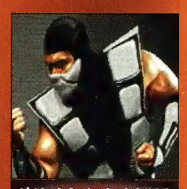
SHANG TSUNG

Fatality 1	Hold LP & Press ↓ → → ↓ & Release LP (close)
Fatality 2	Hold LP & Press Run, Block, Run, Block & Release LP (close)
Stage Fatality	↑ ↑ ← LP
Friendship	LK, Run, Run, ↓
Babality	Run, Run, Run, LK
Animality	Hold HP & Press Run, Run, Run & Release HP (sweep distance)
Brutality	HP, Block, Block, Block, LK, HP, LP, LP, Block, HK, LK



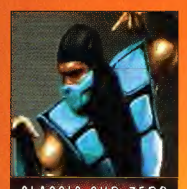
SHEEVA

Fatality 1	→ ↓ ↓ → LP (close)
Fatality 2	Hold HK & Press ← → → & Release HK (close)
Stage Fatality	↓ → ↓ → LP
Friendship	→ → ↓ → (pause), HP
Babality	↓ ↓ ↓ ← HK
Animality	Run, Block, Block, Block, Block (close)
Brutality	HP, LP, Block, LK, HK, Block, HP, LK, Block, LP, HP



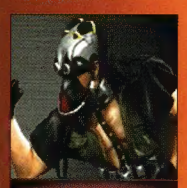
HUMAN SMOKE

Fatality 1	Run, Block, Run, Run, HK (half screen)
Fatality 2	→ → ← Run (just outside sweep)
Stage Fatality	→ ↑ ↑ LP
Friendship	↓ → → → Run
Babality	← ← → Run
Animality	→ → → ← HK (one step away)
Brutality:	HP, LK, LK, HK, Block, Block, LP, LP, HP, HP, Block



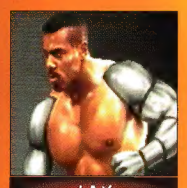
CLASSIC SUB-ZERO

Fatality 1	↓ ↓ ↓ → HP (close)
Fatality 2	↓ → → → HP (close)
Stage Fatality	→ ↓ → → HP
Friendship	↓ ← ← → LK
Babality	↓ → → HK
Animality	← ← → ↓ LP
Brutality	HP, LK, HK, LP, HP, HK, HK, HP, HP, LPA



KABAL

Fatality 1	↓ ↓ ← → Block (outside sweep)
Fatality 2	Run, Block, Block, Block, HK (close)
Stage Fatality	Block, Block, HK
Friendship	Run, LK, Run, Run ↑ (any distance)
Babality	Run, Run, LK
Animality	Hold HP & Press → → ↓ → & Release HP (close)
Brutality	HP, Block, LK, LK, LK, HK, LP, LP, LP, HP, LP

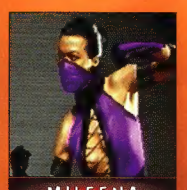


JAX

Fatality 1	Hold Block (↑ ↓ → ↑) & Release Block (close)
Fatality 2	Run, Block, Run, Run, LK (far)
Stage Fatality	↓ → ↓ LP
Friendship	LK, Run, Run, LK
Babality	↓ ↓ ↓ LK
Animality	Hold LP & Press → → ↓ → & Release LP (close)
Brutality	HP, HP, HP, Block, LP, HP, HP, HP, Block, LP, HP

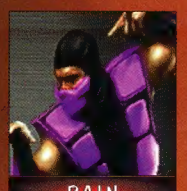
RAYDEN

Fatality 1	Hold HP For 8 Seconds & Release (close)
Fatality 2	Hold LK For 3 Seconds & Release, Then tap Block + LK Rapidly (close)
Stage Fatality	↓ ↓ ↓ HP
Friendship	↓ ← → HK
Babality	↓ ↓ ↑ HK
Animality	↓ → ↓ HK (out of sweep)
Brutality	HP, HP, LK, LK, LK, HK, LP, LP, LP, Block, Block



MILEENA

Fatality 1	← ← ← → LK (far)
Fatality 2	↓ → ↓ → LP (close)
Stage Fatality	↓ ↓ ↓ LP
Friendship	↓ ↓ ← → HP
Babality	↓ ↓ → → H
Animality	→ ↓ ↓ → HK (close)
Brutality	HP, LP, LP, HP, Block, HK, LK, LK, HK, Block, HP

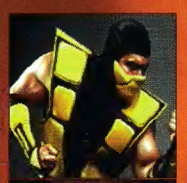


RAIN

Fatality 1	→ → ↓ + HP (close)
Fatality 2	↓ ↓ ← → HK (sweep distance)
Friendship	↓ → → → LP
Babality	→ ← ← HP
Animality	Block, Block, Run, Run, Block (sweep distance)
Brutality	HP, HP, Block, LK, HK, Block, LK, HK, Block, HP, LP

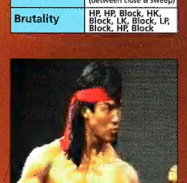
MK2 JAX

Fatality	Hold LP & Press → → → & Release LP (close)
Stage Fatality	↑ ↑ ↓ LK
Friendship	↓ ↓ ↑ ↑ LK
Babality	↓ ↑ ↓ ↑ LK
Brutality	HP, HP, Block, HK, LP, LP, HP, Block, HK, HK, HP



SCORPION

Fatality 1	↓ ↓ ↑ HK (jump distance)
Fatality 2	→ → → ← LP (sweep distance)
Stage Fatality	→ ↑ ↑ LP
Friendship	← → → ← LK (close)
Babality	↓ ← ← → HP
Animality	→ ↑ ↑ HK (close)
Brutality	HP, HP, Block, HK, HK, LK, HK, HP, HP, LP, HP

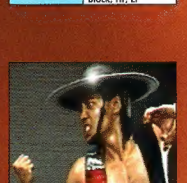


LIU KANG

Fatality 1	→ → ↓ ↓ LK (any distance)
Fatality 2	↑ ↓ ↑ ↑ Block + Run (any distance)
Stage Fatality	Run, Block, Block, LK
Friendship	Run, Run, Run, ↓ + Run
Babality	↓ ↓ ↓ HK
Animality	↓ ↓ ↑ (sweep)
Brutality	HP, LP, HP, Block, LK, HK, HK, LK, HK, LP, HP

MK1 KANO

Fatality	← ↓ → LP (close)
Stage Fatality	← → → Block
Brutality	HP, HP, Block, HK, HK, LK, HK, HP, HP, LP, HP



MK2 KUNG LAO

Fatality	Hold LP & Press ← ← → Then Release LP & Aim Hat Up (full screen)
Stage Fatality	→ → → HP
Friendship	← ← ← ↓ HK
Babality	→ → ← ← HK
Brutality	HP, LP, HK, HK, LP, LP, LP, LK, LK, Block, HP

MK1 RAYDEN

Fatality	→ → ← ← ← HP (sweep distance)
Stage Fatality	↓ ↓ → HK
Brutality	HP, HP, HP, HP, Block, Block, HK, HK, HK, Block, LP, HP, HP

PLAYSTATION TIPS

Stage Select
At the character-select screen, highlight Sonya, hold **Up** and press **START**; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character
At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold **Run** + **Block** + **High Punch** + **High Kick** and point the D-pad **Away** from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon, a semi-transparent ninja who randomly morphs into other ninja characters.

Secret Cheat Menu
Choose "Options" from the main menu, then highlight "Game Configure" and hold **L1** + **L2** + **R1** + **R2** + **Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery.". Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:

- Fatality 1—Press △.
- Fatality 2—Press ○.
- Animality—Press **L2**.
- Friendship—Press **R1**.
- Brutality—Press □.

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NINTENDO 64 TIPS

Play as Motaro
Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn
Choose any character, hold High Punch + Low Punch and point the D-pad or joystick **Down** before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.

Stage Select
At the character-select screen, highlight Sonya, hold **Up** and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear, allowing you to choose any stage. *Super Hard Mode*
At the character-select screen, highlight Kano, hold **Down** and press **START**, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping *eight* endurance matches.

Free Play
When the "story" screens appear during the game's demo mode, quickly press **Down**, **Down**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left** on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.

Secret "More Kombat" Menu
When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's **C▼**, **B**, **A** in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.

Secret "Kombat Cheats" Menu
When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's **C▲**, **C▶**, **C▼**, **A**, **B**, **B**, **B**, **A**, **A** in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

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